

November 1982

THE 1982 GAMES 100 CONTEST

\$1.50

GAMES

Lost in the Funhouse?



**Name the
games
in the
mirrors**

(Clues pp. 41-56)

**WIN!
100
games**

(Rules p. 2)



10

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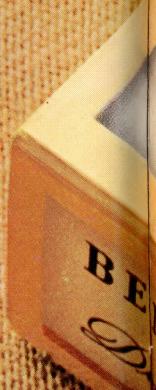
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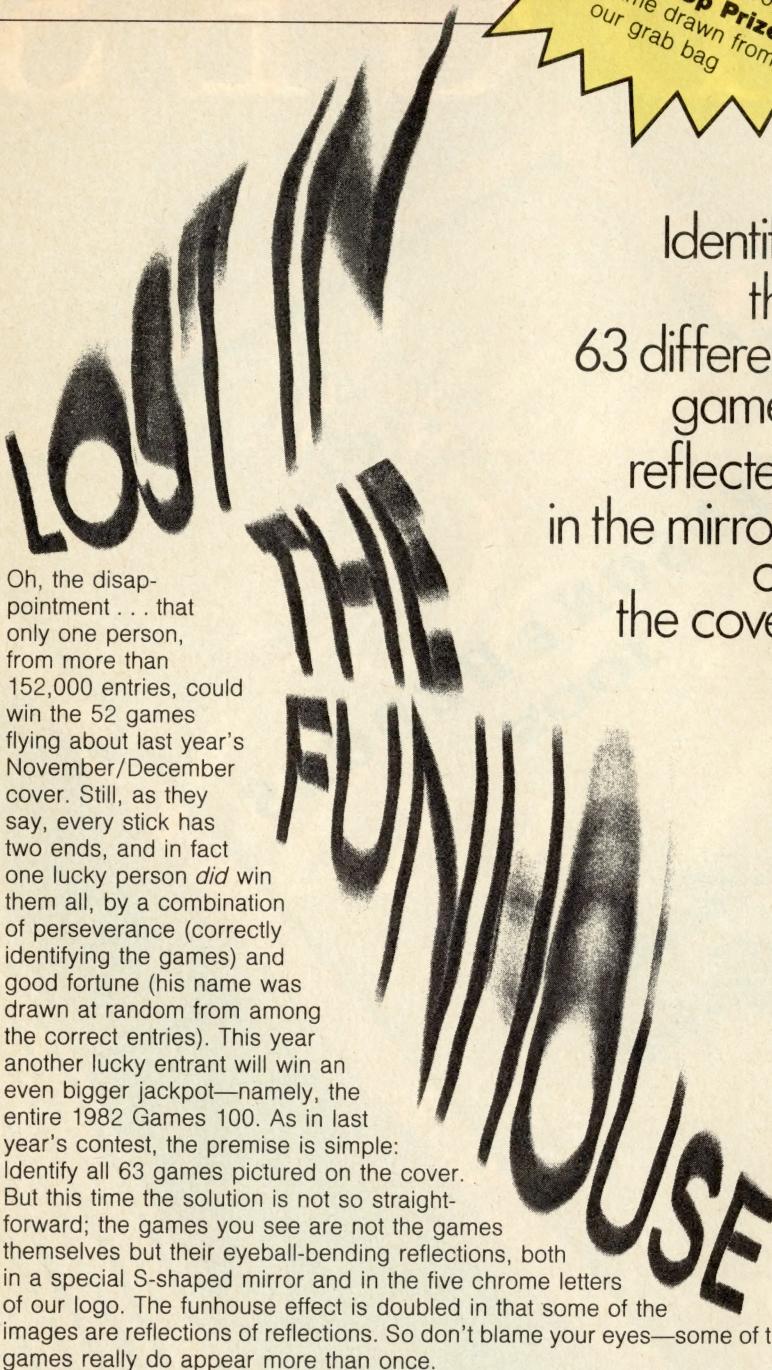
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CONTEST ★



Oh, the disappointment . . . that only one person, from more than 152,000 entries, could win the 52 games flying about last year's November/December cover. Still, as they say, every stick has two ends, and in fact one lucky person *did* win them all, by a combination of perseverance (correctly identifying the games) and good fortune (his name was drawn at random from among the correct entries). This year another lucky entrant will win an even bigger jackpot—namely, the entire 1982 Games 100. As in last year's contest, the premise is simple: Identify all 63 games pictured on the cover. But this time the solution is not so straightforward; the games you see are not the games themselves but their eyeball-bending reflections, both in a special S-shaped mirror and in the five chrome letters of our logo. The funhouse effect is doubled in that some of the images are reflections of reflections. So don't blame your eyes—some of the games really do appear more than once.

Entering The photos and game descriptions in The Games 100 (pages 41-56) are numbered consecutively, each number referring to a single game. As you identify the 63 games reflected on the cover, write down the 63 corresponding numbers. Don't forget to include the five games reflected in our logo. On a sheet of paper, list these 63 numbers in order, from lowest to highest, along with your name and address. (List each number only once, even if the game appears more than once on the cover.) Entries listing more than 63 numbers will be disqualified. You may enter as many times as you wish, but each entry must be mailed separately. All entries become the property of GAMES.

Winning The winner will be the entry that correctly lists the greatest number of games (identified by their numbers) that appear on the cover. Ties, if any, will be broken by random draw. Mail entries to **Lost in the Funhouse, Games Magazine, 515 Madison Ave., New York, NY 10022. Entries must be received by December 15, 1982.**

Grand Prize
The entire Games 100
(see pages 41-56)
20 Runner-Up Prizes
One game drawn from
our grab bag

GAMES

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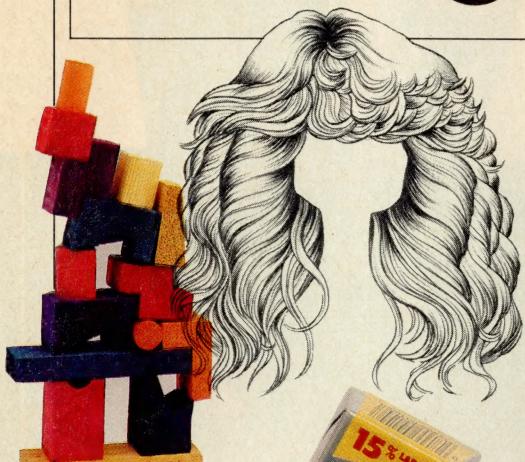


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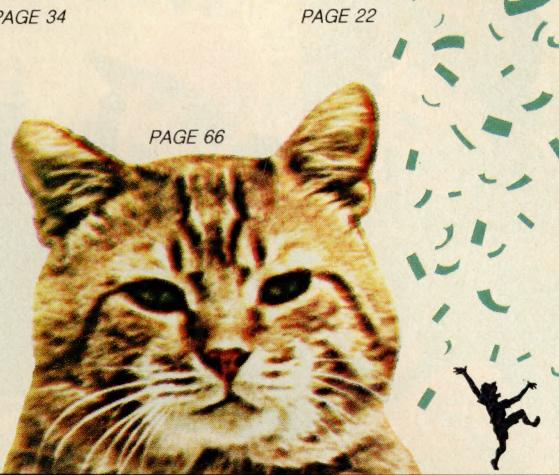
GAMES

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Difficulty Rating Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk! ★★★ Mixed Bag ★☆

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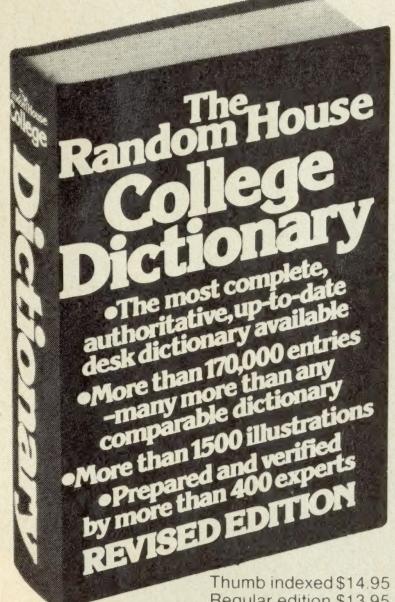
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LETTERS

Taking a Chance

As an Iranian, I feel qualified to take exception to the conclusion that backgammon, a native Persian game, is based only on the players' intelligence and that chance plays no role in it, as reported in "A Backgammon Gamble Pays Off" (Gamebits, September, page 13). This is an insult to the designers of the game, whose philosophy was that life itself involves both chance and intelligence. A child born to a king is born with more good luck than a child born to a beggar.

The story goes: Once upon a time the kings of India and Persia tried to impress each other with the intelligence of their advisers. The King of India, offered the game of chess, implying that success in life depends strictly on one's intelligence. The King of Persia offered backgammon, implying that failure or success depends on both intelligence and luck.

For two people familiar with backgammon rules and of equivalent intelligence, skill will account for five percent and luck for 95 percent of the outcome.

Vladimir D. Bet-Eivazi
Lawrence, MA

The Oregon court found that, as played in the tournament in question, backgammon was a game of skill and therefore not subject to the state's gambling prohibitions. Though luck does greatly outweigh skill in determining the outcome of a single game, skill becomes the predominant factor in a long series of games (particularly when the doubling cube is used, a modern device that substantially changes the original game). The tournament winner had to survive a number of matches, each consisting of a series of games, and the court recognized that only a very skillful player was likely to achieve this.—Ed.

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Lissa Mitchell
Westminster, CA

Cube-Tac-Toe

Here's one more twist to the challenge of Rubik's Cube. Using an unsolved cube you can play a strategic game of tic-tac-toe. Simply choose a face and a color, then in turn try to get three in a row of your color while sabotaging your opponent's chances. It's even more fun with more than two players.

Tim Orcutt
Erie, PA

Once Is not Enough

If September's Hidden Contest was to find how many times Candy Loving was reflected in the GAMES logo, my answer is 14.

Karla Willis
San Jose, CA

There was no Hidden Contest in our September issue, but we counted Candy 14 times too.—Ed.

Candy-Coated Pun

Your September cover was most intriguing, but you omitted an additional pun. If you open up the cover and completely wrap the magazine within it, you've got a Candy wrapper.

David Lubin, M.D.
Tampa, FL

Envelope of the Month



D. Feinner, C. Panno
Northridge, CA

For an explanation, see Laundry.—Ed.

LAUNDRY BASKET

If a reader finds a mistake that affects the play of a game, or a significant error of fact, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: September

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Robert Gainor
Tarentum, PA

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S C O W
H A R E
O R A L
D E L L

Shari Jackson
Sarasota, FL

(Continued on page 10)

The renowned illustrator
of "Little Women"
creates her first porcelain sculptures ...

— ADVANCE RESERVATION APPLICATION —

Amy

 by Tasha Tudor

Franklin Porcelain
Franklin Center, Pennsylvania 19091

Please accept my reservation for "Amy" by Tasha Tudor, to be handcrafted for me in fine, hand-painted porcelain.

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"Amy" portraying Louisa May Alcott's charming, blue-eyed beauty, inaugurates the collection. Crafted in fine, hand-painted porcelain, it is a thoroughly delightful work of art. And it will be issued at the very modest price of just \$75—which may itself be paid in convenient monthly installments.

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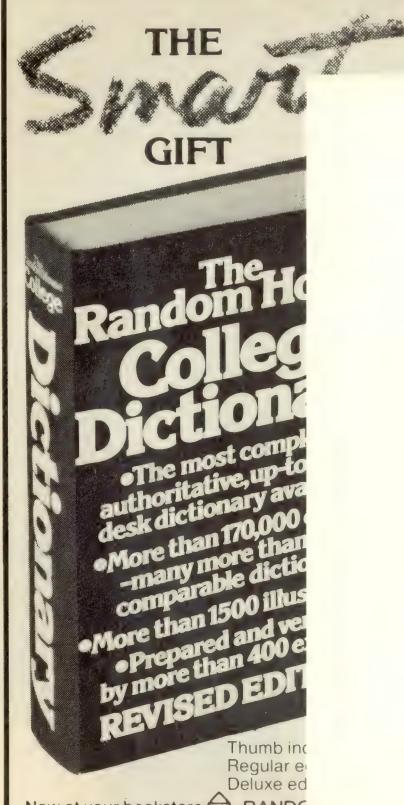
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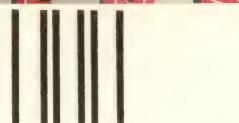
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(Continued on page 10)

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of "Little Women"
creates her first porcelain sculptures ...

Amy

by Tasha Tudor

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Now, to celebrate the 150th anniversary of author Louisa May Alcott's birth, Tasha Tudor has created her very first works in porcelain. A collection of limited edition "Little Women" sculptures that are sure to be of exceptional interest to collectors.

"Amy" portraying Louisa May Alcott's charming, blue-eyed beauty, inaugurates the collection. Crafted in fine, hand-painted porcelain, it is a thoroughly delightful work of art. And it will be issued at the very modest price of just \$75—which may itself be paid in convenient monthly installments.

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Miss _____

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★ In your "Gridlock" crossword (page 41), either the answer to 31-down should have been Marca, or, in order to get the plural you sought, the clue should have read _____ Registradas. *Su revista está maravillosa, pero su español . . .*

Beverly LaConche
Wethersfield, CT

★ My solution to "Toy Blocks" (page 53) was blocked until I realized that if the third block of the message were a , I would get "Y-C" rather than "B-O." Enclosed is a real block to make my point.

Maureen Dinero
Rochester, NY

We really flipped over this puzzle, and printed the U right-side-up when it should have been upside-down.—Ed.

★ Your fourth "Rebus Charade" (page 56) needs a picture of a viol to work. The instrument you picture is a violin. A viol has six strings, not four, and the sound hole is usually C-shaped rather than F-shaped.

Andrew T. Smith
Hanover, PA

★ One of your examples in "Sign Us Trou-

ble" (page 73) violates a rule of the contest. If all punctuation marks become part of the sign and use of punctuation as such is forbidden, then your second example would not read "care of" for c/o, but "cslasho."

Sue Marion
Washington, DC

★ The answer to your "Keeping in Shape" Wild Card (page 82) states that a cricket field is 66 X 10 feet. It would be extremely hard for 13 players and two umpires to play in a field that size. Your answer gives the dimensions of the "pitch," the area in which bowling, batting, and running take place. The entire playing area is much larger and oval-shaped.

Anh Pham
Topeka, KS

The field should have been placed between a hockey rink and a polo field in size. There is no standard size, but cricket fields are said to average 600 X 450 feet.—Ed.

★ So many readers have written us about our "Thinking Physics" test (pages 42-43) that we are preparing a detailed explanation of the answers for a future issue.—Ed.

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request.

Blackjack Harrah's Blackjack RoundUp takes place November 7-10 at both Reno and Lake Tahoe, and the winner gets lots more than "21": First prize is \$200,000. Contact: World Championship of Blackjack, Inc., 20201 Sherman Way, Suite 107, Canoga Park, CA 91307.

Bridge The Fall North American Championships, in Minneapolis, November 19-28, includes pair and team events, with the Reisinger Trophy competition as big deal. Winners qualify for the World Championship in Mexico in 1984. Contact: Jean Wright, American Contract Bridge League, 2200 Democrat Rd., Memphis TN 38116.

Cribbage Two big tourneys are on tap this month:

• Florida Open State Championship in Orlando, November 21-22. Contact: Florida Cribbage Assn., Box 565, Kissimmee, FL 32741.

• 5th Annual International Championship Tournament, at the Hacienda Hotel in El Segundo, California, November 13-14. Contact: Leilani Wade, Box 45371, Los Angeles, CA 90045, or call (213) 751-8174.

Duck Calling Annual World Championship in Stuttgart, Arkansas, November 27. The winner bags \$1,000. Contact: Chamber of Commerce, Box 932, Stuttgart, AR 72160, or call (501) 673-1602.

Frisbee More than 400 teams fling out in penultimate regional competitions this fall; winners meet November 26-28 (site to be determined) for the World Ultimate Frisbee Disc Championship. Contact: Tom Kenne-

dy, Ultimate Players Organization, Box 4844, Santa Barbara, CA 93103, or call (805) 964-0458.

Gamfest The Metro Detroit Gamers Winter Gamefest is set for November 12-14 at Cobo Hall in Detroit. The 250 events include tournaments, game and art auctions, seminars and meetings, and a gaming room that never closes. Contact: MDG, W-11 Info, Box 656, Wyandotte, MI 48192.

Krypto The 5th Annual International Krypto Tournament at the Boston Museum of Science November 5 is open to all who enjoy this fast-paced numbered-card game. The 14-year-old champion, Daniel Jalowiec, of Cicero, Illinois, will be there to defend his title. Contact: MPH Games Co., Box 1496, South Bend, IN 46624, or call (219) 288-4991.

Scrabble Tilers can take their pick:

• In Detroit, November 20-21, play in three divisions. Contact: Rita Dady, 12887 Corbin, Detroit, MI 48217, phone (313) 388-6970.

• In Laguna Hills, California, November 13-14, there are Expert and Novice divisions. Contact: Geraldine Wenk, 3459 A Bahia Blanca West, Laguna Hills, CA 92653, or call (714) 837-7223.

• At Mushwip Lodge, overlooking the Grand Canyon, November 5-7, money prizes are offered. Contact: Michael Baron, 2109 Altez NE, Albuquerque, NM 87112, or call (505) 843-7279.

Word Games The Wonderful World of Words, December 10-12, Mohonk Mountain House, New Paltz, N.Y., offers lectures and competitions in word games and puzzles. Contact: Carol Schimmer, Mohonk Mountain House, New Paltz, NY 12561, or call (212) 233-2244.

MAKE A FASCINATING DISCOVERY AT THE POST OFFICE.

Over 450 years ago, Ponce de León risked everything in his quest for the ultimate in riches—eternal youth.

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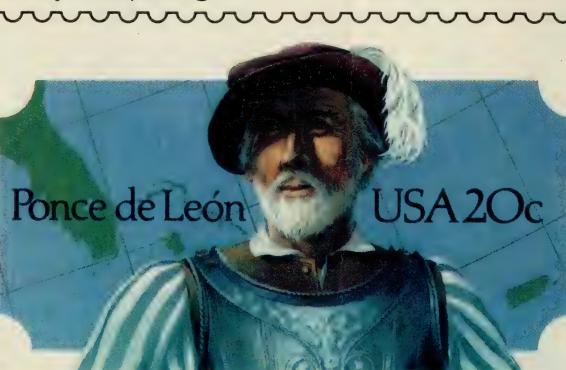
To start you on your journey, there's Ponce de León himself.

He's on the newest U.S. Commemorative stamp. And every few weeks, you can look forward to another new issue that honors our country's great events. Heroes. And natural beauty.

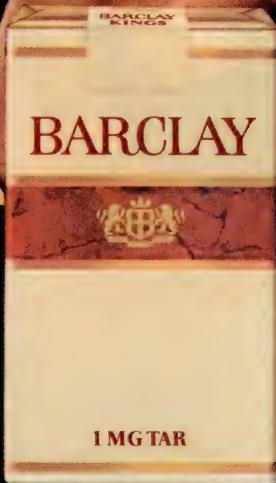
So come to the Post Office. And discover why stamp collecting is such a wonderful hobby. No matter what your age.

U.S. Postal Service

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Regular, 1 mg. "tar", 0.2 mg. nicotine
av. per cigarette, FTC Report Dec. '81.



The pleasure is back.
BARCLAY

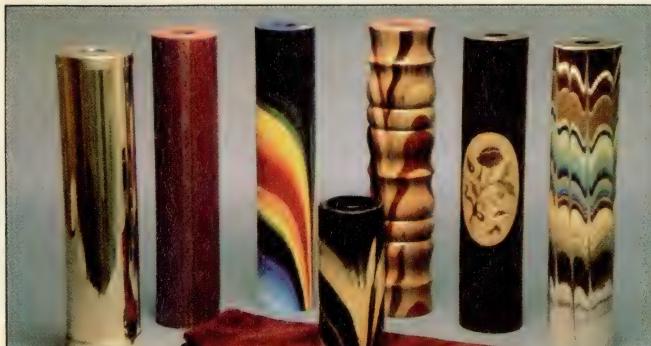
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That Cigarette Smoking Is Dangerous to Your Health.

GAMEBITS

Edited by Curtis Slepian

PHOTOGRAPHS BY BOB BARRETT



Peach's peachy kaleidoscopes (above) and an inside look at two of their sensational symmetries



Splendor in the Glass

The handmade kaleidoscopes of Cary Reynolds are not only spectacular to look through—they're great to look at: paperboard painted with brilliant acrylics, solid hardwoods such as walnut and mahogany, and polished brass with the heft of a spyglass.

The 28-year-old Reynolds, nicknamed Peach, gazed into his first kaleidoscope eight years ago, when he was a philosophy student at the University of Texas at Austin: "A friend had one on her commode. I sat down and looked through it and was hooked." When Reynolds couldn't find any decent kaleidoscopes in Austin, he decided to make his own, discovering the right materials and assembly techniques by trial and error. The idea for using brass, says Reynolds, "came when my wife dragged me into a bed store filled with brass bedposts and headboards." Now he and five helpers build their innovative kaleidoscopes from scratch at their "multicolored ramshackle kaleidoscopic" house in Austin.

Aside from their fancy housings, what separates Reynolds's kaleidoscopes from the rest is his unique use of high-quality optical mirrors, which result in clearer, brighter, and less distorted images. And the images they deliver are beautiful. One kaleidoscope holds a disc filled with seashells, starfish, and sand dollars that glide in mesmerizing slow motion in a suspension of mineral oil. Another creates a blizzard of color with Mardi Gras beads, broken bits of stained glass, ferns, sequins, and jewelry. In

the "Aquascope," colored oils produce a swirling phantasmagoria. Reynolds also makes a lens that can be screwed onto a camera to capture the world as a kaleidoscope.

Reynolds is currently in the process of wedging the kaleidoscope and electronics, and the result is the "Soundscape": Sounds cause LED lights at the end of the tube to form random geometric patterns. He's also experimenting with a fiber optic kaleidoscope with a built-in light source. And one day he hopes to "figure out a way to project kaleidoscopes onto your living room wall." Until that day arrives, his hand-held models should more than satisfy the most demanding kaleidoscope aficionado.

Prices range from \$32 to \$80. A special kit consisting of six discs that can be mounted individually on a single kaleidoscope sells for \$250. For a complete price list, write to Kaleidovisions, 509 Hearn, Austin, TX 78703, or call (512) 478-3967.

—C.S.

The Biggest Game in Town

In 1930 the creator of Monopoly borrowed the game's street names from Atlantic City. So it's only fair that Atlantic City should borrow them back from Monopoly. As part of a project to upgrade the Atlantic City shopping district, the city's businessmen hope to redesign its streets in a Monopoly board motif. If they convince the city government to go along, the color of the street signs will be designed to match their Monopoly board counter-

parts, signs in the shape of Monopoly Deed cards will be installed at intersections to indicate various civic attractions, and, conceivably, a sign reading "Go to Jail" will direct citizens to the real Atlantic City pokey.

"There's no limit to the Monopolizing of the city," says Fred Klein, president of the Merchant Association. "You could color-coordinate the eaves of the houses, trim hedges in the shape of hotel pieces, change the Community Chest card to read United Way, or redo the tram in the style of the B. & O. railroad. It may even create a resurgence in Monopoly itself."

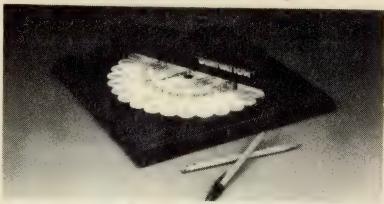
That is, if City Hall allows the plan to pass go.

—Saul T. Prince



(Continued on page 14)

Own A Dictionary?



You will need one! Because that is the second piece of equipment required to play this word game. The fun part is your own game of

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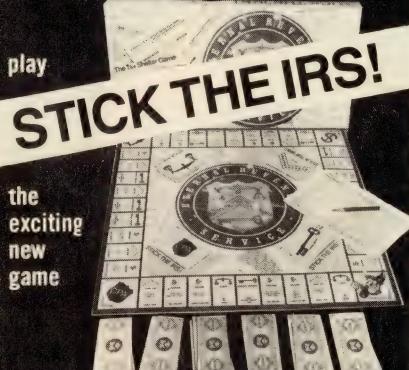
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TAXPAYERS- FIGHT BACK

play



There's no tax on fun with this timely, fast moving new board game that you play to win against the IRS. Try to keep your income by buying tax shelters: oil rigs in Hawaii, ski lodges in Texas. Try to earn more income, find deductions. Risk audit with every roll of the dice. Educational - player who pays the least tax by **legally** using his income, CPA and tax shelters, wins! Only \$19.95 for a solid investment in fun.

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Nursery Rhymes Made Easy

Nursery rhymes can be fun but, let's face it, they can also be a source of great frustration. Be honest—haven't you ever started reciting a nursery rhyme and then realized you didn't remember the whole thing?

New Wave artist Peter Cherches of New York has found the solution to this perennial problem. He writes to us, "You start with the one nursery rhyme you know in its entirety. In my case it's this one: 'Old Mother Hubbard, went to the cupboard, to fetch her poor dog a bone; but when she got there, the cupboard was bare, and so the poor dog had none.'

"Now here's a rhyme that always gave me trouble: 'Tom, Tom, the piper's son, stole a pig and away he run' I could never remember what came next. So here's how I remedied the situation with a minimum of effort: 'Tom, Tom, the piper's son, stole a pig and away he run; but when he got there, the cupboard was bare, and so poor Tom had none.'

Cherches gives more examples to show how the system works:

Jack and Jill went up the hill,
To fetch a pail of water;
But when they got there,
The cupboard was bare,
And so Jack and Jill had none.

Hey diddle diddle,
The cat and the fiddle,
The cow jumped over the moon;
But when she got there,
The cupboard was bare,
And so the poor cow had none.

Jack be nimble, Jack be quick,
Jack jump over the candlestick;
But when he got there,
The cupboard was bare,
And so poor Jack had none.

Cherches' system is nothing if not flexible, so we tried our own variations:

Old King Cole was a merry old soul,
And a merry old soul was he,
So he put in his thumb,
And pulled out a plum,
And said, "What a good boy am I."

There was an old woman who lived in
a shoe.
She had so many children she didn't
know what to do.
So she put in her thumb and pulled
out a plum,
And said, "What a good girl am I."

To market, to market, to buy a pig,
Home again, home again, jiggety jig.
This little pig said, "Wee, wee!
I can't find my way home."

Little Miss Muffet
Sat on a tuffet,
Eating of curds and whey.
There came a big spider
Who sat down beside her
And so betwixt them both
They licked the platter clean.

This is the house Jack built.
There I met an old man
Who wouldn't say his prayers.
I took him by his left leg
And threw him down the stairs.

Obviously, the method works like a charm. You might want to try a few of your own. As Cherches writes, "You can be the life of the party . . . just stick to the basics and you can't go wrong."

—C.S.



Old Mother Hubbard, grief-stricken over the apparent death of her dog, stumbles into the nursery rhyme of Tom, the piper's son.



"HERE'S \$1,000. GET THIS BRIEFCASE TO LONDON!"

You have just secretly hired a spy to carry out an important mission.

*What you don't know is that one of your opponents
has just paid him \$2,000 to take that same briefcase to Moscow!
And right there you have the essence of the most unusual and
fascinating strategy game to come along in years.*

The name of the game is CONSPIRACY. It is a true game players game, involving bluffing, bribery, betrayal, cunning, conniving and an instinct for the jugular. But most of all, it requires brains.

It is the strategy game *par excellence*. On the surface, it appears simple. The only pieces are eight spies, four Swiss bank accounts, a briefcase full of top secret documents and a colorful playing board. There are no dice, no spinners, no cards and no luck. It's just you and your devious mind loose in the world of international espionage.

You and your opponents are the Intelligence Heads of major spy centers in Washington, London, Peking and Moscow. Your mission: Secretly hire spies to deliver the briefcase to your headquarters. The trail is long and dangerous and leads to exotic cities all over the world... Istanbul... Bangkok... Singapore. You are free to move the spies from city to city, in any direction, as you maneuver the briefcase toward your headquarters. But every other player is doing the same thing with the same pieces!

You will soon find that CONSPIRACY is not played like any traditional board game.

• No one owns the playing pieces. Each spy is a free agent and can be moved by any player, at any time, in any direction.

- Spies are a ruthless, money-hungry bunch without any political or cultural loyalty and work for the player who pays the most.
- Final control of a spy is secret and depends entirely on how much money has been paid to that particular spy and by whom. The account of the money transactions is kept in a Secret Bank Book (for your eyes only).
- There is no set path to move along, nor any limit to how many spies can stay on a single space.
- Players can and should conspire openly with each other to stop any player who seems to be winning.
- The "double cross" is a very important part of game strategy.
- Only at the end of the game will you discover which spy is really working for which player, and the answer is always a big surprise.

So treat yourself to a very unusual entertaining and absorbing experience. Enter the treacherous, and exciting world of CONSPIRACY. But be on your guard. Bribe the wrong spy, or fail to bluff or betray an opponent at the right instant, and you will lose. Only the most ruthless and clever player will successfully get the top secret briefcase back to his intelligence headquarters.

CONSPIRACY has been designed and developed by Milton Bradley, the oldest and largest manufacturer of board games in the world. But seldom in all its history has Milton Bradley offered a game as unique as CONSPIRACY. It is going to take its place among the classic games of all time.

TOP SECRET: FOR GAMES MAGAZINE READERS ONLY! CONSPIRACY is in great demand. If you are unable to obtain it from your local dealer, just send a check or money order for \$10.00, plus \$2.00 for postage and handling, to Milton Bradley Company, Box 3400, Springfield, MA 01101. We will immediately send you CONSPIRACY. Money back guarantee, of course.



CONSPIRACY is a TM of Milton Bradley Co.



Models Jerry Hall (left) and Christie Brinkley during their spare time

PHOTOGRAPH BY KATE SIMON

Bowling in the Fast Lane

The Bowlmor Lanes in New York's Greenwich Village is rather timeworn: The blue painted walls are faded, photos of old bowling league teams are coated with dust, ads for neighborhood stores sag from simulated wood paneling, and the candy machine is broken. But after midnight, when the lights go down and the music's cranked up, shabby becomes chic at The Bowling Club.

Once considered a blue collar game, bowling is now the height of fashion, and celebrities and late-night cognoscenti are leaving their dancing shoes at the door, bowling till dawn, and toasting their strikes with cocktails served at their scoretables. Regulars at The Bowling Club include Richard Gere, David Bowie, Susan Sarandon, Catherine Deneuve, Peter Boyle, and Cher. "But it's just a bowling alley," says restaurateur Jon Simon, the 26-year-old co-founder of the club. He describes the clientele as "New York's nocturnal jet set, the impoverished rock crowd, and the stars."

Simon and his partner, Alan Platt, formerly an advertising copywriter for CBS Records, have no plans to install an elaborate light show or to mirror the walls. "Rather than try to change it into a nightclub, we want to respect it," says Simon, adding, "We just dim the lights for atmosphere and play the music real loud." And there's no doorman to grant admission strictly to the Beautiful People. Five bucks says you're in and you can bowl all night.

Simon and Platt got the idea for The Bowling Club after throwing a surprise party for Platt's girlfriend at The Bowlmor Lanes. They asked the manager if they could play rock music over the sound system, and the party was so much fun they entered into a joint ven-

ture with the owners. Platt and Simon have since started Bowling Clubs in Los Angeles and on Long Island.

"It's a good place to hang out instead of drinking and dancing," says a travel agent in leather pants and studded leather bracelet who brought her stepdaughter. Adds a freelance graphics designer, "I'm from Detroit, and when I was 15 we'd go bowling three times a week. At this place you're not just trying to pick up people like at other clubs. It's a nice change and it brings back memories."

So never mind if you don't know how to score a strike or if you throw nothing but gutterballs. At The Bowling Club, half the fun is watching people bowl to the B-52s.

—Karen Schwarz

Let a Hundred Arcades Bloom

China's Cultural Revolution is dead . . . well, almost dead. Having already imported such decadent Western delights as X-rated movies and Rubik's Cube, the Chinese have now discovered electronic games. According to the *Guangming Daily*, the Chinese have produced their first video game, called Bazooka. Created by the Semiconductor Research Institute of the Chinese Academy of Science and an electronics firm in Guilin, Bazooka is the typical arcade game found in most capitalist countries: The player scores or loses points by firing his bazooka at armored vehicles, tanks, cars, ambulances, and stretcher bearers that appear randomly on the screen.

But there is a revolutionary twist. At the end of the game, the machine plays "The Song of the Guerrilla" and displays the words on the screen. No doubt Chairman Mao would have plunked down a handful of yuan to play it.

—Chester L. Blair

Caveat Lector

One of these best-seller lists is real and the other is purely fictitious. If you know which is which, you'll love *The Newark Times Book Review* (Tribeca Communications, Inc., N.Y.), a 40-page parody of the book section of a great metropolitan newspaper, now available in bookstores across the country. If you don't, just ask any bookseller for a copy of *The Simple Solution to Reagan's Brain*—and while you're at it, order one for us.

—Lisa Feder

TRADE

Trade paperbacks are soft-cover books usually sold in bookstores and at an average price higher than mass-market paperbacks. This listing is based on computer-processed reports from 1,600 bookstores in every region of the United States.

1 **REAL MEN DON'T EAT QUICHE**, by Bruce Feirstein. (Pocket, \$3.95.) Macho humor, with drawings.

2 **THIN THIGHS IN 30 DAYS**, by Wendy Stehling. (Bantam, \$2.95.) How-to.

3 **THE ELFSTONES OF SHANNARA**, by Terry Brooks. (Ballantine/Dei Ray, \$7.95.) A fantasy sequel to "The Sword of Shannara": fiction.

4 **COLOR ME BEAUTIFUL**, by Carole Jackson. (Ballantine, \$8.95.) Beauty tips for women.

5 **GARFIELD WEIGHS IN**, by Jim Davis. (Ballantine, \$4.95.) The latest adventures of the gluttonous feline: cartoons.

6 **CHOCOLATE: The Consuming Passion**, by Sandra Boynton. (Workman, \$4.95.) A celebration of chocoholics in words and drawings.

7 **GARFIELD BIGGER THAN LIFE**, by Jim Davis. (Ballantine, \$4.95.) Cartoon humor.

8 **WHAT COLOR IS YOUR PARACHUTE?** by Richard Nelson Bolles. (Ten Speed Press, \$7.95.) Guide for job hunters and career changers.

9 **NEVER-SAY-DIET BOOK**, by Richard Simmons. (Warner, \$7.95.) A regimen by the Hollywood television personality.

10 **GET IT ON**, by

MASS MARKET

Mass-market softcover books have soft covers and are sold everywhere—in service stations, shopping malls, pubs, funeral homes, and sometimes even in bookstores. This listing is based on reports from readers.

1 THE BEVERLY SILLS DIET, by Judy Matzo. (Bersky, \$3.50.) A regimen designed by a Lincoln Center nutrition-guru.

2 THE SIMPLE SOLUTION TO REAGAN'S BRAIN, by James Carter. (Rooster, \$1.95.) Instructions for solving that puzzle.

3 THE WHITE BOMB, by Dan Thomas. (Pickpocket, \$3.50.) The case of an old President whose problems epitomize this century's neuroses: non-fiction.

4 MASTERING BIG-BANG, by Ben Useful. (NOL/Silent, \$1.95.) How to play the war game.

5 HOW TO MASTER NUCLEAR BOMBS, by Tom Hurtsmore. (Rooster, \$2.95.) How-to.

6 THE SINNING, by Steven Queen. (Silent, \$3.95.) Little Rosie can make people sin by thinking dirty thoughts: fiction.

7 ENDLESS BOMBS, by Scotch Spender. (Rave On, \$2.95.) Adolescent sex kitten's home is nuked by mad boy friend: humor.

8 IN THE MOUTH OF THE MONSTER, by Jack Madman Maled. (Dull, \$3.95.) Letters between a killer and a flashy over-rated writer: nonfiction.

9 THE HOTEL NEW JERSEY, by Jon Irking. (Pirk-ocket Press, \$3.95.) Life with ~~names~~ ^{names}.

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Adventure games, arcade games, educational games, our new RealSports™ games.

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Or nearly as much fun.



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If you have an ATARI system, you can play them at home.

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With some systems' controllers, learning a new game is about as much fun as learning to type.

That's why Atari gives you easy-to-use joysticks and paddles.

Because it's the games you're out to master, not the controllers.

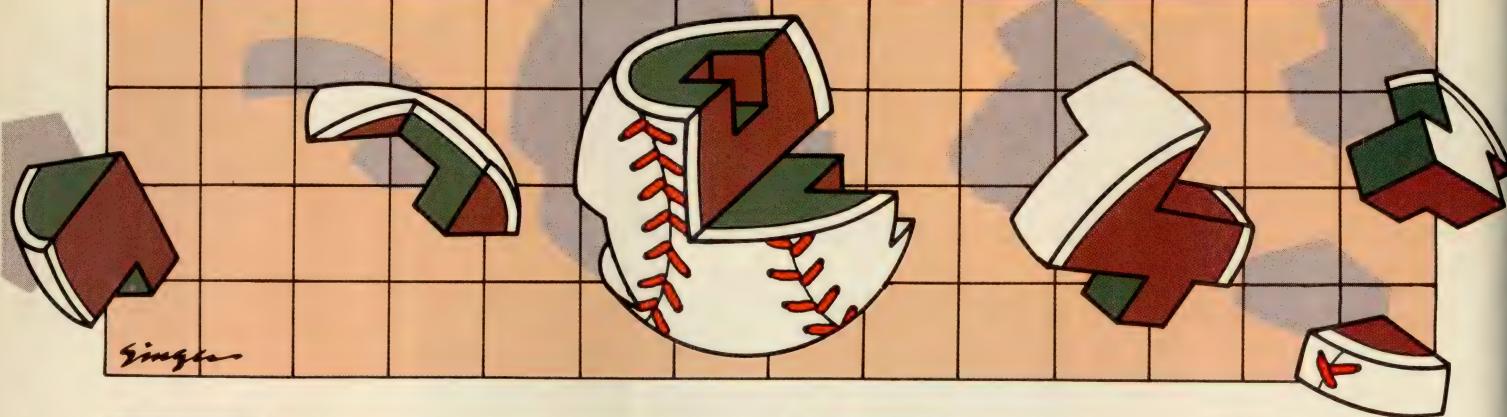
All for about \$100 less. For the price of other game-playing systems, you can buy an ATARI 2600 and still have about \$100 left over.

Enough to start your ATARI video game library with hits like Pac-Man, Asteroids, and Defender.

Which, by the way, you can't play on other systems at any price.



A Warner Communications Company



The Swimming Team ★

Some swimmers who race in the backstroke have developed the bad habit of doing other things backward, too. For instance, every statement they make about the results of a backstroke race is false. Given the statements of the four backstroke competitors below, determine which swimmers won 1st, 2nd, 3rd, and 4th places.

Art: Clint was 4th.
 Brad: Clint beat Dave.
 Clint: Art beat Brad.
 Dave: I was 1st.

The Breadville Baskets ★

The five starting basketball players for the Breadville Baskets scored all 95 points in their win last night over the Hoosier Hoops. Assuming all their statements made in the locker room are true, how many points did Ken score?

Flynn: No two of us scored the same number of points.
 Gregg: Jim was our fourth highest scorer.
 Hiram: All five of us finished with an odd number of points.
 Jim: Hiram scored two points more than Gregg.
 Ken: Flynn was our top scorer with 23 points.

Alley 1 ★★

Al, Bill, Cal, Del, and Ed belong to the same bowling team. Since they all speak the truth, it should be easy to determine each of their scores in yesterday's match.

Al: My score was a prime number. Ed finished third.
 Bill: None of us bowled over 200.
 Cal: Al beat me by exactly 23 pins. Del's score was evenly divisible by ten.
 Del: The five of us totaled exactly 885 pins. Bill's score was evenly divisible by eight.
 Ed: Al beat Bill by less than 10 pins. Del beat Bill by exactly 14 pins.

Roger Hufford is a professor at Clarion State College in Pennsylvania, and has been contributing logic puzzles to *GAMES* for several years.

The Four Horsemen ★★

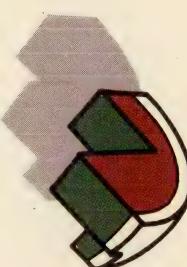
The backfield of the Franklin High Football team is so outstanding that the players have been nicknamed the "Four Horsemen." Not only was the quarterback the top passer in the conference this year, but the halfback, the fullback, and the wide receiver were also named (in no order) most valuable player, rushing champion, and leading scorer. From the true statements given below, determine each player's position and the special designation he earned.

Francis: The rushing champion usually gives Gallahad a ride home. Hank is two inches taller than the fullback and six inches taller than Gallahad.
 Gallahad: Hank plays tennis with the wide receiver. But when the wide receiver is on vacation, his partner is the rushing champion.
 Hank: Joe has better grades than the wide receiver, but not as high as Gallahad's.
 Joe: The halfback was not the top scorer. Gallahad is not our quarterback.

The American League East: 1990 Predictions ★★

Before the beginning of the 1990 season, all the teams in the American League East tried to predict how two *other* teams would finish. It turned out that both the 1st-place and 7th-place teams were wrong about both predictions, and the 4th-place team was right about both predictions. The other teams each made one correct and one incorrect prediction. How did the seven teams place at the end of the year?

Blue Jays: The Red Sox will be 4th.
 The Indians will be 5th.
 Brewers: The Indians will be 6th.
 The Tigers will be 2nd.
 Indians: The Tigers will be 7th.
 The Red Sox will be 2nd.
 Orioles: The Brewers will be 5th.
 The Yankees will be 4th.
 Red Sox: The Yankees will be 7th.
 The Blue Jays will be 3rd.
 Tigers: The Brewers will be 1st.
 The Orioles will be 6th.
 Yankees: The Blue Jays will be 1st.
 The Orioles will be 3rd.



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Eight Threes-in-a-Row

Our search for the perfect Pic Tac Toe has not been easy. In fact, in the two long years since our original Pic Tac Toe challenge (July/August 1980), we've come to feel that the task equals Demosthenes' quest for an honest man, Stanley's hunt for the source of the Nile, and Linus's yearly vigil for the Great Pumpkin.

For those who are unfamiliar with Pic

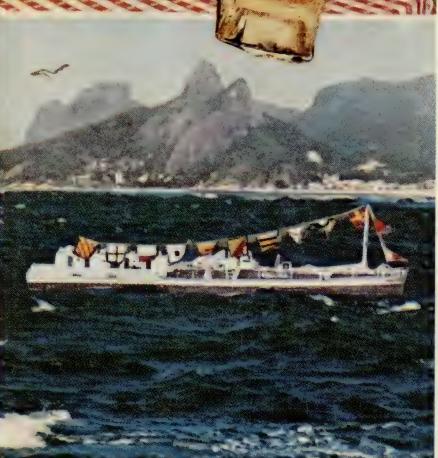
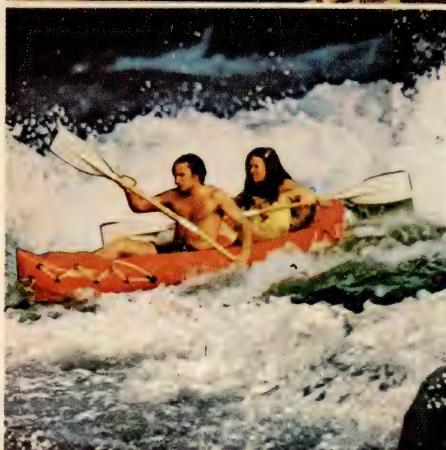
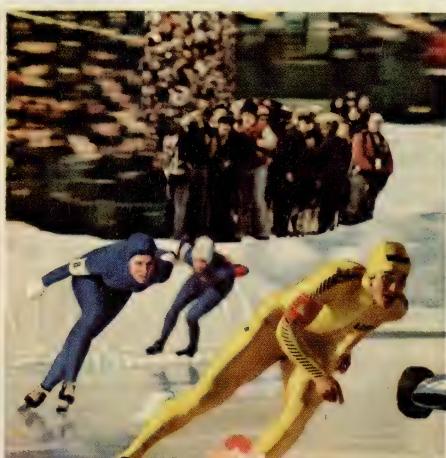
Tac Toe, it is an arrangement of nine pictures, in which the three images in each horizontal row are linked by a single theme, as are the three images in each vertical column and in each of the two diagonals. To solve, you must discover the eight distinct themes. Recognizing five of them is quite a respectable achievement.

For example, if the top row consisted

of pictures of Humphrey Bogart as Sam Spade, a ditchdigger, and the ace of spades, the answer for that row would be "spades."

Contributing editor David Pope has come up with the best Pic Tac Toe we've seen to date. But we're still looking for perfection, and continue to offer a \$100 bounty for any Pic Tac Toe we publish.

Can you find the unique theme for each horizontal, vertical, and diagonal row of images? Answer Drawer, page 90



Marlboro Lights

The spirit of Marlboro
in a low tar cigarette.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.



Also available in King Size Flip-Top box.

Kings Box & 100's: 10 mg "tar," 0.7 mg nicotine—Kings: 11 mg "tar,"
0.7 mg nicotine av. per cigarette, FTC Report Dec.'81

BROTHER, CAN YOU

Contests are always popular during hard times, as today's multi-million dollar giveaways attest. In the heart of the Great Depression, a contest of a different sort had America chasing the Old Gold at the end of the rainbow.

The Depression brought us plenty of grief, but it also brought plenty of memorable diversions: great comedians like W. C. Fields, great games like Monopoly, great fads like flagpole sitting—and perhaps the greatest puzzle contest in American history.

Like most Depression tales, this one begins with a hard-luck story. In 1926, the firm of P. Lorillard introduced Old Gold cigarettes to a profoundly indifferent public. Despite a multitude of advertising gimmicks—including an essay contest on "What Makes the Old Gold Cigarette so Popular?"—Old Gold fell to the back of the cigarette pack: in the top 10 but far behind Camel, Lucky Strike, and Chesterfield.

Just when it seemed Old Gold would never catch fire, Lorillard's advertising agency, Lennen & Mitchell, devised a brilliant promotional scheme. On February 1, 1937, full-page ads announcing an Old Gold rebus puzzle contest appeared in some 310 newspapers across the country. "YOU CAN WIN \$100,000!" screamed the headlines. With an additional \$100,000 to be divided among another 999 winners, the contest offered unprecedentedly high prize money. You could win the gold at the end of the rainbow simply by solving 90 rebuses to be issued over the next 15 weeks and sending the solutions, along with 45 Old Gold wrappers, to Lorillard. Smoking the cigarettes was optional.

Now, Old Gold rebuses weren't the kind of letter-and-picture equations found in kids' books. Rather, they were elaborate cartoons harboring clues in the dialogue and setting. Any spoken or visual detail could be pivotal to decoding the picture, so contestants needed puzzle

8 NEW YORK AMERICAN—A Paper for People Who Think—MONDAY, FEBRUARY 1, 1937

WEST END PRESS

OLD GOLD WILL PAY \$100,000.00 CASH First Prize

Anybody in the Family
Can Enter and Win!

1,000 CASH
\$200,000.00

WE ARE ready to pay you a cash reward for entering this contest in accordance with the rules and regulations set forth by the P. Lorillard Company for Old Gold and strong tobacco cigarette.

Primarily you win by solving puzzles in the context of their explicit picture. **SEE THE READING RULES.** There are all sorts of skill and chance involved in the initial stages of the contest, but they will become progressively more skillful as the puzzles become more difficult and challenging.

You are eligible to win this anywhere in the United States provided you are an employee, advertising and promotional agent.

Prize of \$100,000.00 or more in accordance with the rules and regulations.

This contest is a great opportunity to win a real OLD GOLD. An opportunity to make money.

We intend to conduct this contest. We shall adopt a conceivable number of entries to make every entry count.

If you are not an OLD GOLD cigarette, you can still enter. You can still accept your own OLD GOLD yellow.

We invite you to enter this contest with our two-page amount.

Makers of the world's finest cigarettes.

We will keep you posted with our progress.

Write your solution on entry form in lower right corner of this page.

Names in the following list.

Jack London, Marie Antoinette, George Washington, Sir Walter Raleigh, Robert Louis Stevenson, Lillian Russell.

E-CARTOON NO. 4

Names in the following list.

Charles Dickens, Mark Twain, Tex Willer, Charles Lamb, Anna Pavlova, Geoffrey Chaucer.

E-CARTOON NO. 4

Names in the following list.

Henry Clay, Will Post, Diamond Jim Brady, Left Edison, Thomas Jefferson, Julius Caesar.

E-CARTOON NO. 4

Names in the following list.

Pocahontas, Walter Raleigh, James McLaughlin, Robert Fulton, Thomas Jefferson.

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SPARE A PUZZLE?

Editorial Page
NEW YORK AMERICAN
We Who Think—MONDAY, FEBRUARY 1, 1937
Want to Enter
9

\$100,000.00
You Can Win \$100,000.00

0.00 FIRST PRIZE

THE PRIZES

1st Prize, \$100,000.00

2nd Prize	\$30,000.00
3rd Prize	\$10,000.00
4th Prize	\$10,000.00
5th Prize	\$5,000.00
6th Prize	\$5,000.00
7th Prize	\$2,500.00
8th Prize	\$2,500.00
2 Prizes \$1,500.00 each	\$3,000.00
2 Prizes \$1,000.00 each	\$2,000.00
10 Prizes \$500.00 each	\$5,000.00
28 Prizes \$250.00 each	\$7,000.00
50 Prizes \$100.00 each	\$5,000.00
100 Prizes \$50.00 each	\$5,000.00
800 Prizes \$10.00 each	\$8,000.00

Total 1000 Prizes, \$200,000.00

(Accompany your solutions with \$1 Old Gold cigarettes, or facsimiles, in accordance with the official rules.)

OUR PLEDGE TO EVERY CONTESTANT

In every conceivable way this contest shall be conducted in a manner to insure accuracy, fairness and the fullest measure of opportunity for each and every person who competes. It shall be the goal of the makers of OLD GOLD to conduct this contest in the most conscientious manner possible.

INDIVIDUAL FILES

The moment you enter this contest, YOUR OWN individual and separate file will be established. In this file all your entries will be carefully placed. Your file will at all times be seriously and importantly regarded by us because we realize that upon the outcome of this contest rests your heart and your hopes upon the winning of a \$100,000.00 cash fortune.

COMPLETE CHECKING OF ALL SOLUTIONS

When the time comes for the checking of answers, your submissions will be checked and re-checked directly against the original questions. At the conclusion of the contest, you will have the right and permission to check your file against that of any winner.

COMPLETE DETAILS ABOUT WINNERS AND SCORES

With the swelling of prize, full information will be made to all contestants, scores, names and addresses of all winners, together with the number of puzzles correctly solved by each winner. In addition, you will have a detailed explanation of the how to the solution of each puzzle.

IN THAT SPIRIT

You are invited to enter this contest by P. Lorillard Co., Inc., makers of DOUBLE-MELLOW OLD GOLD Cigarettes. Our aim is to make this contest a great and lasting contribution to the enthusiasm of every true contest fan and every lover of good sportsmanship.

P. Lorillard Company
Makers of DOUBLE-MELLOW OLD GOLD Cigarettes

ENTER NOW! BY USING THIS ENTRY FORM

OFFICIAL ENTRY FORM

OLD GOLD CONTEST

P. O. Box 9, Yonkers, New York, N. Y.

The following are my solutions to puzzles 1-4-5-6-7-8-9-10-11-12-13-14-15-16-17-18-19-20.

1. _____ 4. _____

2. _____ 5. _____

3. _____ 6. _____

7. _____ 8. _____

9. _____ 10. _____

11. _____ 12. _____

13. _____ 14. _____

15. _____ 16. _____

17. _____ 18. _____

19. _____ 20. _____

Each weekly series of solutions, together with OLD GOLD Cigarettes, or facsimiles as specified in Rule No. 7, should be addressed to OLD GOLD CONTEST, P. O. Box 9, Yonkers, New York, N. Y.

Please be sure you have familiarized yourself with these rules. Read them over again and then solve the puzzles.

PLEASE PRINT YOUR NAME AND ADDRESS.

by Steve Carper

Chaucerian equivalent for "knew not," and that "dowse" once meant "blow," could you arrive at the answer: Ernest Dowson, a 19th-century English poet. Other puzzles required you to know anything from the length of the Severn River to whether Jenny Lind had a wide-brimmed hat named after her.

The perpetrator of these wonders of obfuscation was F. Gregory Hartswick, who by 1937 had taken over Sam Loyd's chair as dean of American puzzle-makers. Braintrust for the Publishers Service Company, a firm that specialized in supplying contests to newspapers, Hartswick and his staff turned out more and more difficult puzzles for Lorillard. Hartswick categorized them as "tough, tougher, and toughest."

It's hard to imagine many people today willing to struggle with Hartswick's horrors. But contestants in 1937 rose passionately to the challenge, spending what Hartswick estimated to be 160 million man-hours racking their brains over the rebuses. In the teeming reference room of the New York Public Library, hordes of puzzlers manned dictionaries and atlases, while in Philadelphia, some libraries resembled the floor of the stock exchange, as frenzied contestants shouted out, traded, and sold answers.

By the May 15 deadline, two million people had sent in their 90 answers and, much more important from the corporate viewpoint, the cigarette wrappers that had to accompany them. (Only one percent submitted "reasonable" facsimiles, which were allowed under the rules.) This meant a staggering 90 million wrappers and \$13.5 million worth of cigarette sales. The profit on sales—about a penny a pack—amounted to \$900,000. Lorillard converted the shredded wrappers to cash, selling them at \$8 a ton. The company had invested heavily in the contest, spending \$2 million in advertising, prize money, and two floors of rented office space housing 60 supervisors, 800 stenographers and file clerks, and 30 mail sorters who wrestled daily with 350 mailbags full of entries.

As the contest became a media event, some enterprising citizens realized there was money to be made. Tipsheets sprang up everywhere. Even the respectable

the solution becomes obvious.

Although each of the first half-dozen rebuses, unlike the sample, came with 12 possible answers, they were still a snap to solve. The contest seemed enticingly simple, and the public responded enthusiastically.

In subsequent weeks, the puzzles—obtainable wherever cigarettes were sold—

became increasingly complicated and obscure. The 15th and final week found 20 potential answers packed under each rebus. Only a savant or the most indefatigable researcher could sort through the hundreds of syllables and half-syllables in all 20 names. In one puzzle, for example, only by discovering that "earn" once meant "mourn," that "nestle" is a

Macy's department store in New York sold three kinds, at 20 cents, 47 cents, and \$1.47, until Lorillard forced them to stop. Were any of the tipsheets helpful? Apparently so, if a letter submitted to the editor of *Life* magazine after the contest can be believed. According to the writer, the various lists that circulated in Seattle, which ostensibly provided complete answers to the first 90 puzzles and the ensuing two series of tiebreakers, "may have explained why Seattle had 13 winners among the 200 major prize winners."

When the smoke had cleared, Lorillard had tabulated 54,000 perfect scores out of the two million entries of the initial set of 90 puzzles. Amazingly, 9,000 of those entrants solved all 90 additional tiebreaking rebuses within the 10-day limit. And of those 9,000, fully 8,000 contestants solved the next batch of 90 super-toughies in only five days—and also wrote the obligatory essay on "the increased popularity of Old Golds in your community."

The grand finale to this eight-month buildup was suitably dramatic. In September, to much fanfare and ceremony,

PERFORMING ARTS RESEARCH CENTER, NEW YORK PUBLIC LIBRARY



Solvers often worked in teams, and no wonder: They had to solve a total 270 rebuses, 180 of which were super-tough tiebreakers.



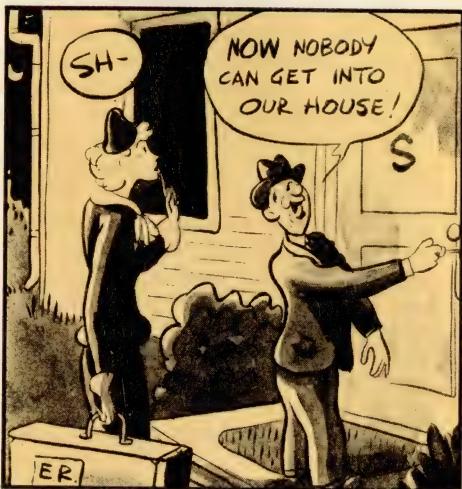
HARD TIMES AND PUZZLES

★ ★

CAN YOU SOLVE THESE DEPRESSION ERA REBUSES?

The solution to a rebus puzzle is a composite of pieces—words, syllables, and letters—that have been cleverly worked into the picture in a number of ways:

- Words or synonyms of words spoken by the characters or found elsewhere in the picture;
- Names of the objects pictured;
- Words implied by the setting or action;
- Isolated letters in the picture.



1

Matthew Brady
Miles Standish
Henri Matisse
Francis Scott Key
Isadora Duncan
Robert Sherwood

Leon Trotsky
Sherlock Holmes
Albert Schweitzer
Mata Hari
Fifi D'Orsay
Buster Keaton



2

Benedict Arnold
Cotton Mather
Eddie Cantor
Pinocchio
Arthur Conan Doyle
Louis Brandeis

George Arliss
Edmund Kirby-Smith
Clara Bow
Luther Burbank
Sir Herbert Tree
James Thurber



3

Thomas Paine
Eddie Shore
Mother Elizabeth Seton
Carl Sandburg
Sir Francis Drake
Harriet Beecher Stowe

Benito Mussolini
George Sanders
Percy Bysshe Shelley
Herbert Hoover
Robert Sherwood
William Henry Harrison



Naval Cadet Pilot William R. Staggs, 25, copped the \$100,000 first prize, with the help of four Navy buddies.



"That's an awful lot of money!" gasped Florence Zimmerman, 35, when told of her \$30,000 second prize.



These pieces are combined phonetically, although the phonetics may be quite loose. WILL ROGERS, for example, might be rendered WILL-ROD-JARS. Isolated letters can play two roles—the way they sound in ordinary use, or the names of the letters themselves. For example, a picture of an oar with the letter **o** on it would represent either GORE (G + OAR) or ORGY (OAR + G).

Below are six rebuses from the various puzzle contests that were so popular in the 1930s. Each has 12 possible answers. Although pieces applicable to many of the 12 choices are found within each picture, there is only one answer for which all pieces can be found. How well can you match wits with the '30s solvers?

Answer Drawer, page 32



4

Kurt Weill
Sir Thomas Beecham
Stonewall Jackson
Lew Wallace
Desiderius Erasmus

Belle Starr
Button Gwinnett
Geoffrey Chaucer
Spencer Tracy
Sir Walter Scott
Edgar Lee Masters
Charles Curtis



5

Luigi Pirandello
Cardinal Richelieu
Wolfgang Amadeus Mozart
Edward G. Robinson
Fu Manchu
Billy the Kid

Martin Van Buren
John Jay
Napoleon Bonaparte
Jane Austen
Alfred Lord Tennyson
Bill Tilden



6

Hans Bethe
Benny Goodman
Beatrix Potter
Alfred North Whitehead
Sir Richard Burton
Frances Farmer

Robert Hooke
P. T. Barnum
Simon Legree
Ludwig
Van Beethoven
Jacques Cartier
Rutherford B. Hayes

Lorillard presented a check for \$100,000 to Naval Cadet Pilot William R. Staggs. The all-American Staggs—young, tall, and dashing, he could have been the hero of a Frank Capra movie—wrote his winning essay after returning from the sea search for the fallen aviator Amelia Earhart. However, life didn't follow art. Staggs, it turned out, was acting as a front for a consortium of five Navy men, with whom he later split the loot.

Lorillard, already busy launching its next promotion, couldn't have cared less about the ashes of the old one. Old Gold sales had risen dramatically as a result of the rebus contest, but Lorillard's next effort—an essay contest on "the invention of apt repartee bringing up Old Golds on every occasion"—failed to light any fires.

But the great rebus match remains, a monument of sorts to the American love of puzzles, and it's just as challenging today as it was in 1937. See if you can solve the rebuses below. Though we're not giving away a hundred thousand smackers, the puzzles are an entertaining exercise—no ifs, ands, or butts.

Steve Carper is a freelance writer and a member of the Science Fiction Writers of America.

Candy Bars ★

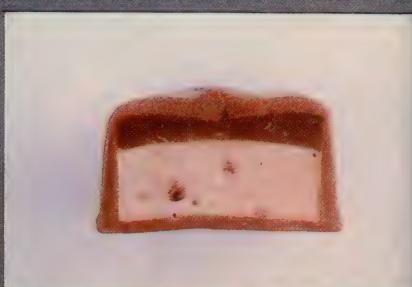
by Lillian Lovitt



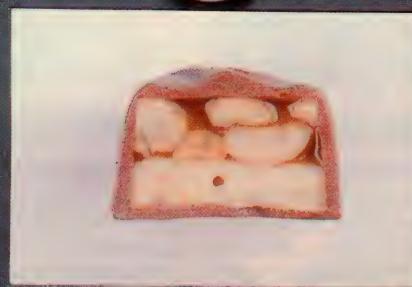
1



2



3



7



8



9

This machine is not out of order, but the candies are: The vendor has placed the wrong candy wrappers above the candy bar cross-sections. To properly operate the quiz, please select one wrapper at a time, match it to its correct candy bar, and push the button. If you guess them all correctly, treat yourself to a *real* candy bar. *Answer Drawer, page 90*



4



5



6



10



11



12

PHOTOCRIME MURDER FOR BREAKFAST

BY R. WAYNE SCHMITTBERGER



Corpulent, cigar-chomping Lieutenant Kojumbo didn't like being called at home on Sunday to investigate the murder of Hugh Lawless. He liked it even less when he got to the scene and found that Jason Peppard and Vera Dayton, the two people who had discovered the body of the victim, had been sent home by the rookie officer at the scene. Kojumbo's spirits brightened, however, when the officer told him that Peppard had taken some photographs of the scene of the crime.

Monday morning finds Kojumbo in his office, reading the following note:

Dear Lieutenant Kojumbo,
Here are the photos you requested when you called me last night, plus a few others to give you some background. But as I told you, I'm afraid they won't be of much help, especially since the man at the door (in the third photo) has his back turned. I wrote captions to explain when and where each shot was taken.

Sincerely,
Jason Peppard

Jason Peppard

1. My former employers, Lowell Breed, Hugh Lawless, and William Schirmer, seen here from left to right, were partners in a lucrative importing business. Three months ago, just before this picture was taken, a valuable shipment of jade vanished from a storage room. I was subsequently fired as chief of security for the company.

2. Since only the three partners and I knew about the jade, I began to keep them under surveillance as best I could, hoping to earn the large reward being offered by the insurance company for the return of the jade. Nothing much had happened until yesterday morning, when I was parked across the street from Lawless's residence.

3. It was a quiet Sunday morning, and in the two hours since I had arrived at 8 A.M. the only person I saw was an elderly woman who got into a car and drove off. I walked to a delicatessen on the next block to get a cup of coffee and couldn't have been gone more than five minutes. But

Although Peppard had told Lieutenant Kojumbo that he didn't think his photos would help, Kojumbo was able to solve the case by studying them. To make sure of one point, he called everyone connected with the case to find out when each had last visited the deceased. All of them denied having seen Lawless that weekend, but Schirmer admitted he had visited Lawless briefly late Friday afternoon.

Whom does Kojumbo arrest for murder? *Answer Drawer, page 90*

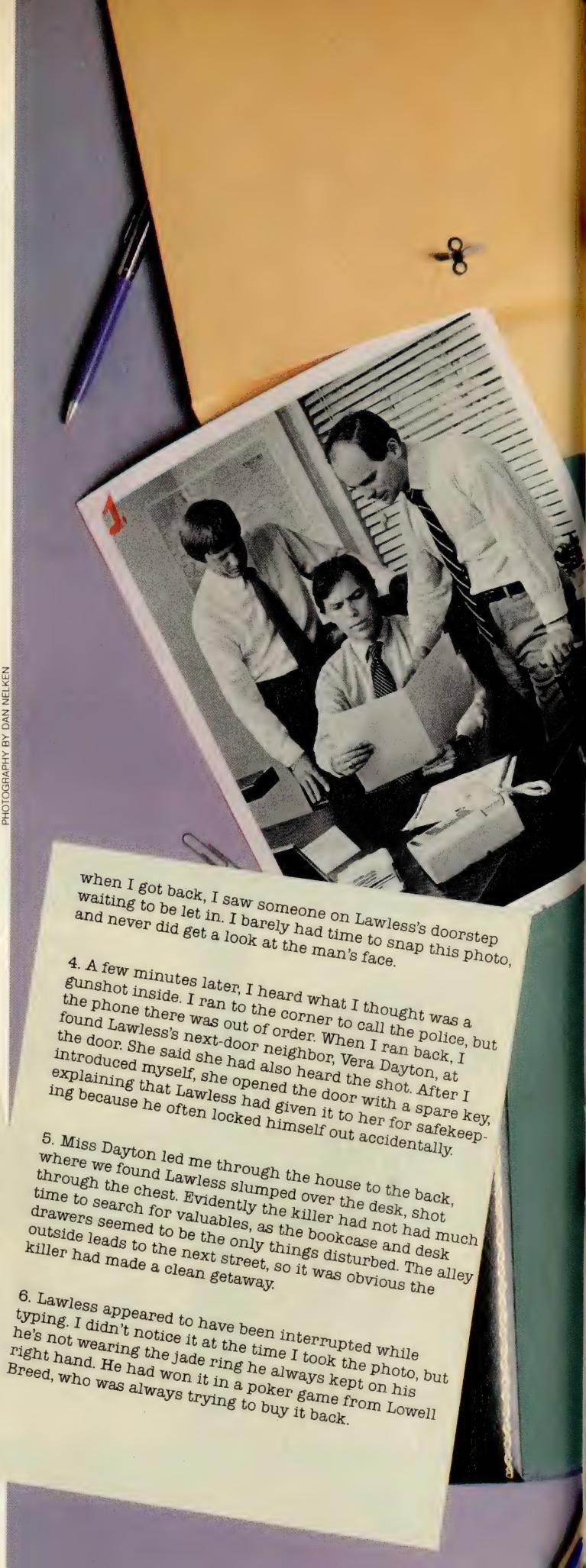
PHOTOGRAPH BY DAN NEILKEN

when I got back, I saw someone on Lawless's doorstep waiting to be let in. I barely had time to snap this photo, and never did get a look at the man's face.

4. A few minutes later, I heard what I thought was a gunshot inside. I ran to the corner to call the police, but the phone there was out of order. When I ran back, I found Lawless's next-door neighbor, Vera Dayton, at the door. She said she had also heard the shot. After I introduced myself, she opened the door with a spare key, explaining that Lawless had given it to her for safekeeping because he often locked himself out accidentally.

5. Miss Dayton led me through the house to the back, where we found Lawless slumped over the desk, shot through the chest. Evidently the killer had not had much time to search for valuables, as the bookcase and desk drawers seemed to be the only things disturbed. The alley outside leads to the next street, so it was obvious the killer had made a clean getaway.

6. Lawless appeared to have been interrupted while typing. I didn't notice it at the time I took the photo, but he's not wearing the jade ring he always kept on his right hand. He had won it in a poker game from Lowell Breed, who was always trying to buy it back.



C. Kojumbo

2



3



4



5



6



I suspect one of my partners of

2 3 4 5 6 7 8

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All who wish to apply for a watch should write to the company before Midnight, December 25, 1982

NEW YORK—One million famous LCD Quartz calendar watches will be sold as part of a publicity campaign for only \$5 apiece to the first one million persons who apply in writing to the company before Midnight, December 25, 1982.

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These famous LCD Quartz calendar watches will not be sold at this price by the company in any store. The only way to obtain one at this price is to apply in writing to the company address (below) not later than Midnight, December 25, 1982.

Each watch carries a full one-year money back guarantee and will be replaced by the company, free of charge, if it ever fails to function.

There is a limit of two (2) watches per address at this price, but requests which are mailed early enough (before December 17) are permitted to order up to 5 watches.

To apply for an LCD Quartz calendar watch, mail your name and address *and this original printed notice* together with \$5 for each watch desired. Add only \$2 shipping and handling no matter how many watches you are requesting. NOTE: Specify model and color choice for each watch as follows: Men's Gold (Item #20710A), Men's Silver (Item #20720B), Ladies' Gold (Item #20730C), Ladies' Silver (Item #20740D). Mail to: **Delucca, Goldrich & Lord, Ltd., Calendar Watch, Dept. 966-6, Box 1020, Westbury, N.Y. 11595. (D20700)**



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NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

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Account# _____

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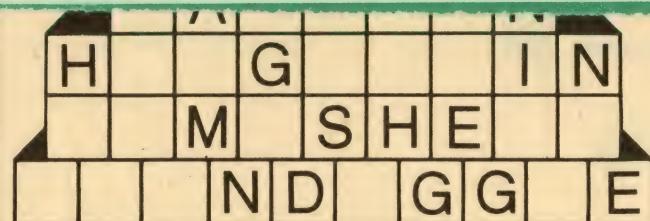
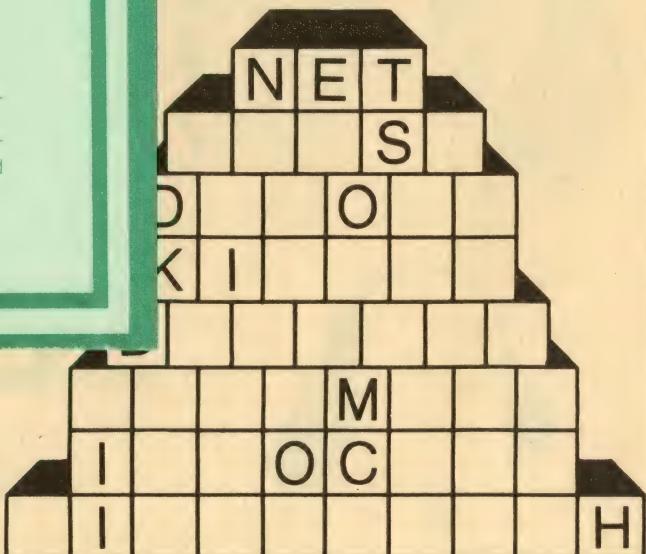
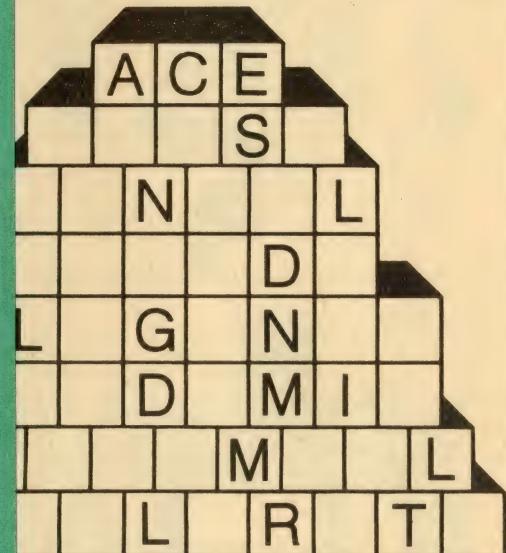
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by Frederic H. Kock

additional letters may be used. As a start, the Mental Blocks #1 can complete the word next row down. Are you game for the others? All common words.

Answer Drawer, page 88

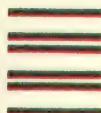
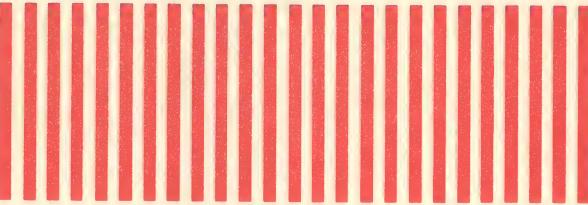


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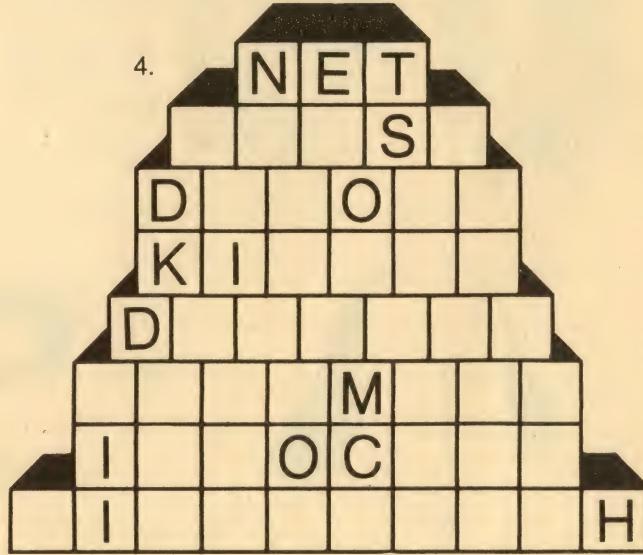
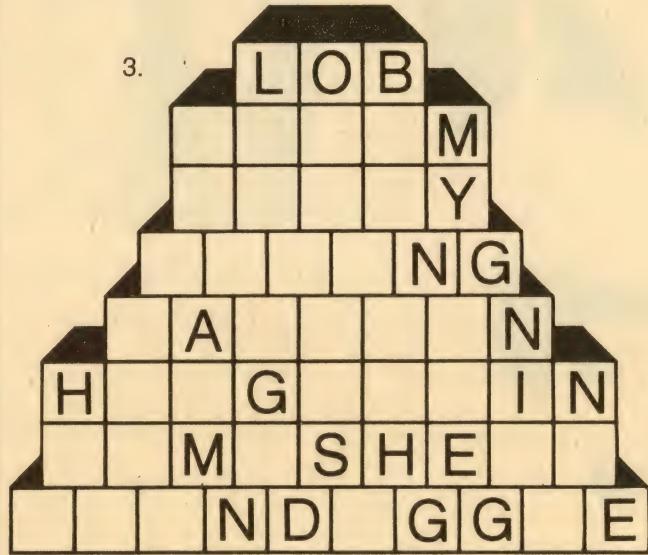
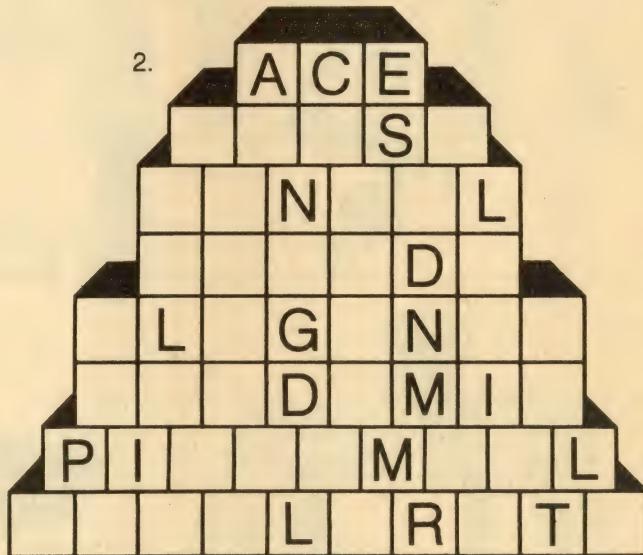
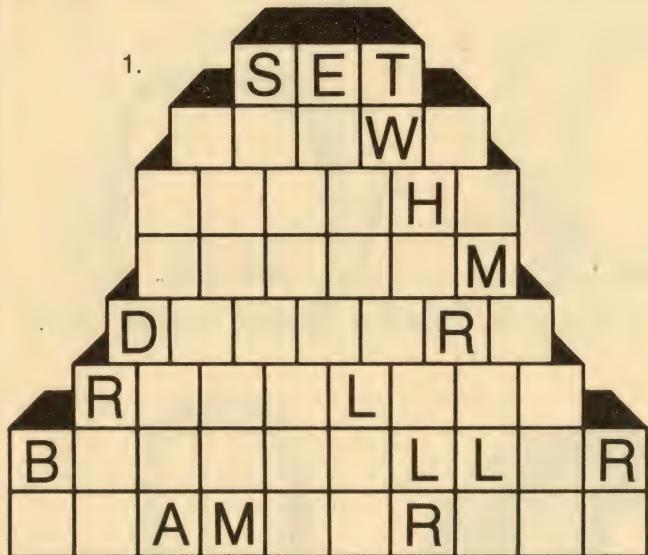
Mental Blocks ★★

by Frederic H. Kock

Tennis, anyone? In each stack of blocks served up below, use the three-letter tennis word at the top to complete the words in the seven rows below it. Each letter in the top row must be used at least once in each of the other rows in the

stack, and no additional letters may be used. As a start, the letters S E T in Mental Blocks #1 can complete the word STEWS in the next row down. Are you game for the others? All answers are common words.

Answer Drawer, page 88



Hair Apparent ★★

by Ruth Podems

Pictured below are 12 unusual heads of hair (including, in some instances, beards, mustaches, and eyebrows) of a dozen famous individuals past and present. The hair in each

case is so distinctive that it has become almost a trademark of the owner. Can you provide the keys to identify these locks?

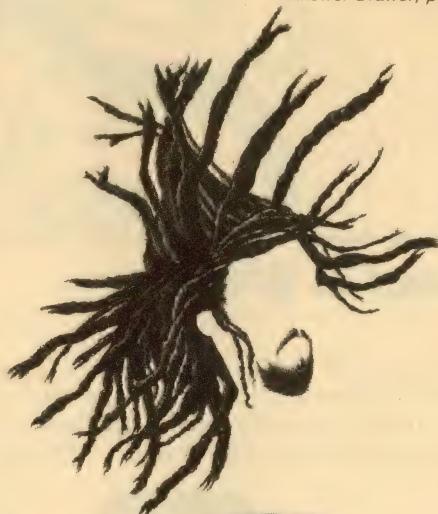
Answer Drawer, page 92



1.



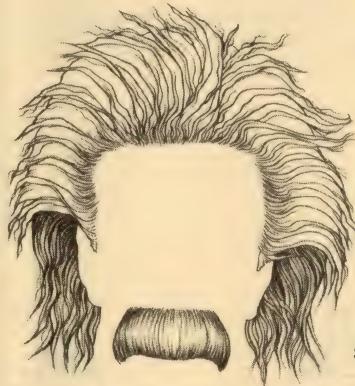
2.



3.



4.



5.



6.



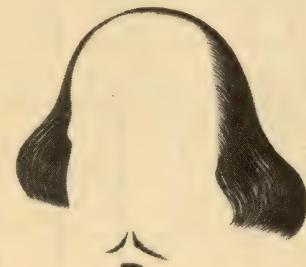
7.



8.



9.



10.



11.

12.

On the Rise ★

by William Lutwiniak

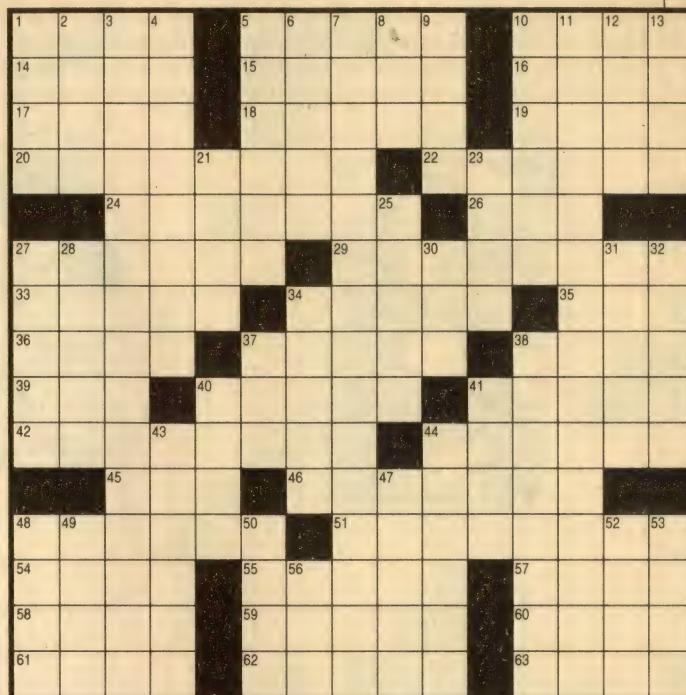
ACROSS

1 Openings
 5 Perfect
 10 Finishes
 14 Relative of the flute
 15 Vacation isle south of Italy
 16 Exchange
 17 "___ Smile Be Your Umbrella": 2 wds.
 18 Peruvian peaks
 19 "Easy ___, easy go"
 20 Blossomed
 22 Did business
 24 Dupes: 2 wds.
 26 Big baboon
 27 Lime-flavored cocktail
 29 Raised the price: 2 wds.
 33 "There was ___ woman...": 2 wds.
 34 Category
 35 Lyricist Gershwin
 36 Adherents: Suffix
 37 Long ___ (underwear)
 38 Rank above airman first class: Abbr.

39 Butterfly catcher
 40 Crazy, like Dracula?
 41 Drive off
 42 Hoards: 2 wds.
 44 Sumptuousness
 45 Wager
 46 Ultra-traditionalists
 48 South American plains
 51 Absorbed, as a sponge: 2 wds.
 54 Matinee hero
 55 Use, as a bed: 2 wds.
 57 Scarlett O'Hara's home
 58 Poet Pound
 59 In the middle of
 60 "Sawbucks"
 61 Challenge
 62 Book leaves
 63 Formerly, once

DOWN

1 Trevino's sport
 2 Cain's brother
 3 How this answer reads: 4 wds.
 4 Dikes
 5 Turkish inn
 6 Copenhagen natives
 7 What this answer does: 4 wds.
 8 Had breakfast
 9 Final
 10 Houdini trick
 11 What this answer does: 3 wds.
 12 Lady
 13 Went 70 m.p.h.
 21 ___ out (made do)
 23 Autumn tool
 25 Pram-pusher
 27 Puts on weight
 28 Map within a map
 30 Reading and B. & O.: Abbr.
 31 Goading person
 32 In fitting style
 34 Arose: 2 wds.
 37 Madison or Monroe: Abbr.
 38 Trio times two: Var.
 40 Phi ___ Kappa
 41 Crisp bread
 43 Instant ___ (sportscast feature)
 44 Old Chinese weights



Answer Drawer, page 90

47 TV's Arledge
 48 The ___ Piper
 49 Rough-cutting tool

50 Smack in the face
 52 Coffee dispensers
 53 Gone by

56 "___ Yankee Doodle Dandy": 2 wds.

You Can Say That Again! ★

by Eleanor McKinlay

It might save time if you took this quiz in an echo chamber. The answer to each clue is a multisyllable word or two-word phrase in which the second half repeats the first. For example, the clue "Doll's cry" would be answered MAMA, while

1. Dorothy's dog _____
2. Perfect eyesight _____
3. Up-and-down toy _____
4. Eva Gabor's sister _____
5. Train, to a child _____
6. City in southeast Washington _____
7. Extinct bird _____
8. Chocolate treat _____
9. Lively French dance _____
10. Line before "Who's there?" _____
11. Long, narrow drum _____
12. 1940s GI exclamation of approval _____
13. Spa city of the Black Forest _____
14. Small mistake _____
15. 1960s discotheque _____
16. Famous New York prison _____
17. One result of B₁ deficiency _____
18. Oscar-winning Leslie Caron movie _____
19. Disease-carrying fly _____
20. Ballerina's garb _____
21. 1968 assassin _____
22. Samoa's capital _____
23. Peter Pan's land, in the movie _____
24. Thor Heyerdahl book _____

"Make light of" would be answered POOH-POOH. Twelve correct answers is so-so, but a score of 20 or more classifies you as a lulu. Peeking at the answers is a no-no, but if you need them, you'll find them in the Answer Drawer, page 92.

Stamping Grounds *

by Steven Caney

In an effort to pad sales, the Rubber Stamp Manufacturers Association has launched a campaign illustrating some new uses for those old, familiar imprints. Each of the nine illustrations below shows a situation that the association says calls

for one of the words and phrases we've stamped at the bottom of the page. Matching all nine correctly earns you a rating of FIRST CLASS.

Answer Drawer, page 92



1.



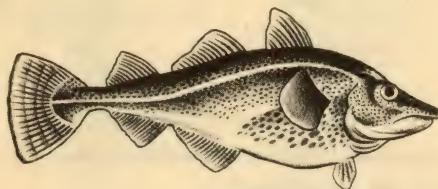
2.



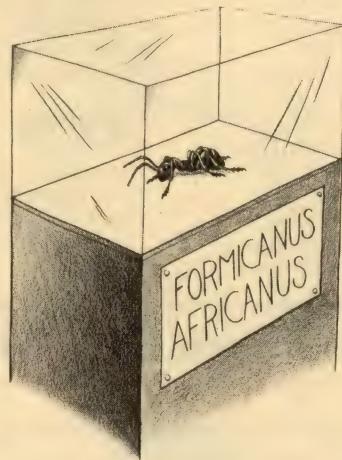
3.



4.



5.



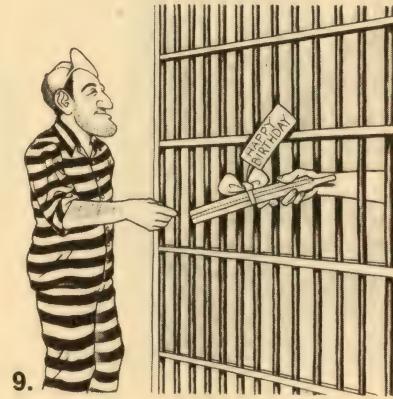
6.



7.



8.



9.

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Phone Numbers ★★

by Ed Pegg, Jr.



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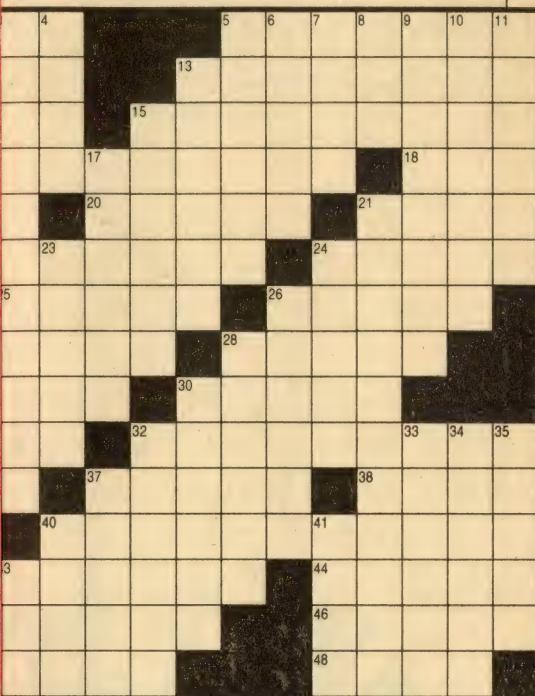
ADDRESS _____

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Answer Drawer, page 94

28	Feeling of horror, with "the"	33	Violin, facetiously
29	Dragon site?	34	Football "slip"
30	Type of tuna	35	Troublesome
31	Second name in telephoning	37	Gave up by treaty
32	Beseech	40	Seethe agitatedly
		41	Dispute
		43	Rearward

by Stephen Sniderman

From the last name. The first answer, ROBERT RED, has the letters R-O-R missing from both names), has an example.

Answer Drawer, page 92

— — I C — S S —

C — S — V A — E — D

— — T — O O V — —

— — P — R — N —

— E — A M — —

5. — — — V — — — A S —

13. — — — S — — —

6. — J — — N — — — G

16. — — — R — — E — — — P — — N

7. — — I — A B R Y — — —

17. I — — — R A G A — — H —

8. — — — N — — — D —

18. I N — — — R B E R — — — N

9. — — B E R — F — — S —

19. — — — X H — — — Y

10. V — N — — N T P R — — —

20. M I — H — — L — — — I N —

Stamping Grounds *

by Steven Caney

In an effort to pad sales, the Rubber Stamp Association has launched a campaign illustrating uses for those old, familiar imprints. Each of the situations below shows a situation that the association



1.

2.



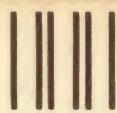
4.

5.



7.

8.



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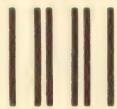
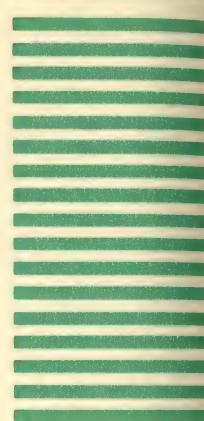
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Phone Numbers ★★

by Ed Pegg, Jr.

Hello? On the standard 22-Across telephone face (shown below), each of the numbers 2 through 9 appears with three letters of the alphabet. When you've come up with your answer to a clue, convert each of its letters to the appropriate number and enter the number in its proper square in the grid. Numbers in Across words do not necessarily represent the same letters in Down words. Get the message? Bye. (Click.)



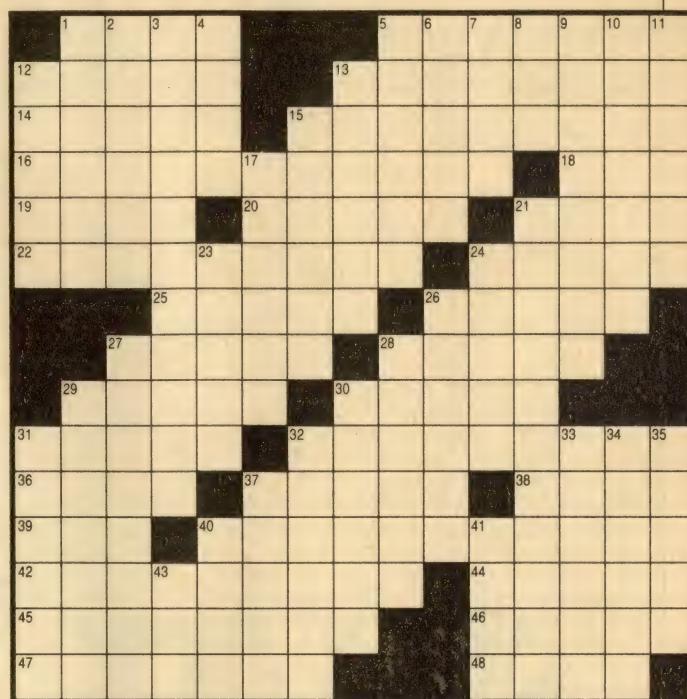
ACROSS

1 Wound aftermath
 5 Antiquated
 12 Meat strip
 13 First telephone message, with 45-Across and 27-Down: 7 wds.
 14 Fruit or computer
 15 Arrest
 16 Where fingers do the walking: 2 wds.
 18 Append
 19 Pie à la ____
 20 Brave
 21 Weathercock
 22 SEE INTRO
 24 X
 25 Showgirl city
 26 Enclose in a mass
 27 Laurel's partner
 28 Gloomy chicks?
 29 Mid-term and final
 30 Sag
 31 Land of *telefoni*
 32 First name in telephoning
 36 Chess castle

37 Rosary ____
 38 Bestow
 39 Bridle mouthpiece
 40 Telephone network: 2 wds.
 42 Line of six metrical feet
 44 Rob
 45 See 13-Across
 46 Abdomen
 47 Blotchy
 48 ____ of knowledge

DOWN

1 Nixon got one
 2 Two points, to the NBA
 3 Dialer's money-saver: 2 wds.
 4 Limerick, e.g.
 5 Be ambitious
 6 Chemist's glass
 7 High cards
 8 Loving squeeze
 9 It's 702 in 25-Across: 2 wds.
 10 Huge
 11 Strongbox
 12 Louisiana inlet
 13 Podium user
 15 Shoddy



Answer Drawer, page 94

17 Shriveled
 21 Telephone part
 23 Infested, in a way
 24 ,
 26 Half-asleep
 27 See 13-Across

28 Feeling of horror, with "the"
 29 Dragon site?
 30 Type of tuna
 31 Second name in telephoning
 32 Beseech

33 Violin, facetiously
 34 Football "slip"
 35 Troublesome
 37 Gave up by treaty
 40 Seethe agitatedly
 41 Dispute
 43 Rearward

Missing Persons ★★

by Stephen Sniderman

Each item below is the name of a famous person with some of the letters replaced by dashes. Can you identify the missing persons? As a help, the letters missing from each person's first name are the same letters, *in the same order*, that

are missing from the last name. The first answer, ROBERT REDFORD (with the letters R-O-R missing from both names), has been filled in as an example.

Answer Drawer, page 92

1. ROBERT REDFORD
 2. CARL ESCHER
 3. PATRICK SULLIVAN
 4. MARIA CALLAS
 5. VIVIENNE ASHLEY
 6. JENNINGS
 7. JIA BRYANT
 8. NED
 9. BERTRAND
 10. VINTON

11. -----BL-----ICSS-----
 12. -----C-----SVAED-----
 13. -----ERB-----TOOV-----
 14. VAL-----PRN-----
 15. -----SE-----AM-----
 16. -----RE-----P-----N-----
 17. I-----RA-----GA-----H-----
 18. IN-----BER-----N-----
 19. -----X-----H-----Y-----
 20. MI-----HL-----IN-----

Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

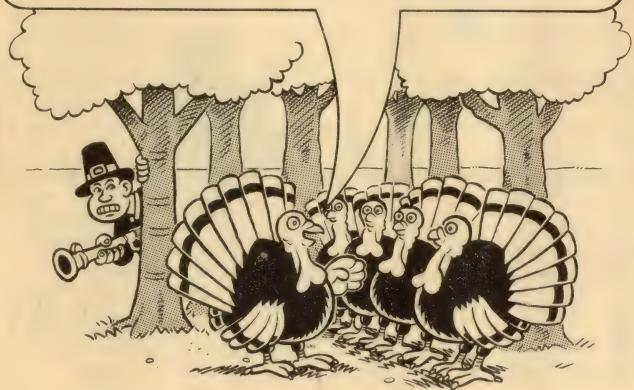
to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 88

1. CRYPTOON

MXTN UEPY MB JPIT HM PY
PYYCPE TRTYM. MXTN'WT
LBHYL MB MXWBO P
MWTJTYGBCF UPWMN, PYG
OT PWT PEE HYRHMTG.



2. IGNORANCE IS BLISS?

ZSU RUTT AUPARU CKPH
IEPLZ SPH TILTIWUT IKB
RIHT IGU OIBU, ZSU EUZZUG
ZSUQ HFRR TRUUA IZ KFWSZ.
— *EFTOIGYC.

3. SUPERSTITION

COFEALK XN RQYZI EX
UFQR XNN OBAT IHAQAEI
AI XYE XN BXKYO. LXELIX
EPO CTXUALK XN PXQLI EX
YLEFLKTO EQFNNAM DFZI.

CLUES

Cipher 1: Ciphertext MXTN'WT ends in the contraction -'RE.
Cipher 2: The repeated ZSU represents plaintext THE.
Cipher 3: The suffix -ING appears twice in the plaintext.
Cipher 4: Ciphertext V and VL represent A and AN.

4. MUSIC LESSON

ZXEEX INROEMF XL VL
XCCNSM UVTT: LMBMQ EQP
EX EMVSO V HNR EX INLR;
NE UVIEMI PXYQ ENZM VLF
NE VLLXPI EOM HNR.

5. LEGAL MAXIM

FR FSN XPWAJGJSG VFLNJC
LYVV XEJJCQTVVN JOAVFYS,
F QYSJ YR F GFO QPC MJYSI
MFH FSH F GFO YR F QYSJ
QPC MJYSI IPPH.

6. SHOW BIZ QUIZ

"*VXPWJ CUI *CRIP"
HIUBXOPIW, NJJPTHJRGQ
JU RGOIPNWP NJJPGBNGOP,
OUGWRBPI IPGNTRGQ
RJ "*INRBPIW UC JDP
*FUWJ *WHNIS."

7. THINKING AHEAD

*HA *SUQPO MWONVNTMOAH
XJVS UE *HAPVMQOAP
TSNYUPUTSC, IJO XUPO
XUHAQW PVSUYMQP OAWH
OU TJO *HAPVMQOAP IAEUQA.
*HA *SUQPO.

Cipher 5: Ciphertext XEJJCQTVVN is an adverb. What's -VN likely to represent?

Cipher 6: Both CUI and UC are prepositions. What must they be?

Cipher 7: The five vowels are represented by (in no order): A, U, M, N, and J.

Flip of the Coin ★★

by Mark Isaak

A Maze

Everyone says that a dollar doesn't go as far as it used to, but here's conclusive proof to the contrary. In fact, to get from the beginning of this maze to the end, you'll find that a dollar can

take you farther than you ever thought possible. Enter at the top of the Susan B. Anthony dollar and exit at the bottom (to coin a phrase, the buck stops here). Heads up!

Answer Drawer, page 93



The Other Side of the Coin **

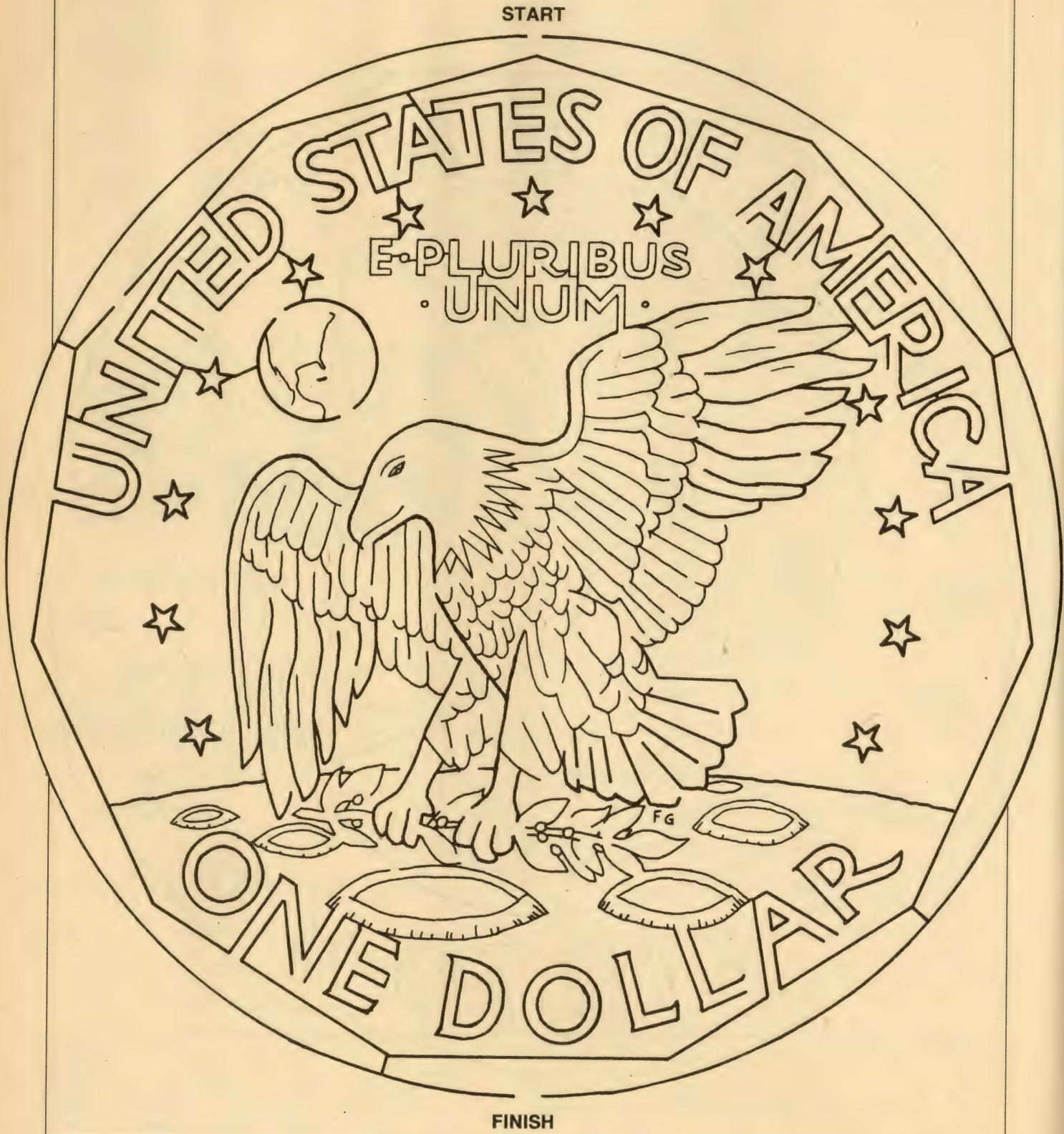
by Mark Isaak

Oh, No! Another Maze

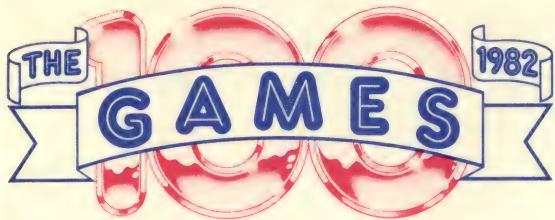
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Answer Drawer, page 93



FAVORITES OF THE EDITORS OF GAMES MAGAZINE



Mail Order Service

As a service to our readers, this year every one of The Games 100 can be obtained by mail order—88 through our program, and 12 directly from the manufacturer by writing to the address listed in the game description. To make the mail order program more convenient, we've added a toll-free telephone order number, gift announcement cards for gift orders, and a central shipping center for quick processing of your orders.

The games available directly from us are indicated by a postage stamp symbol before the name of the game. You can order these items by using the special order form and return envelope at the back of this section. Be sure to include the game number (inside the postage stamp) and the price of each game you order. If two versions of a game are listed, please specify which one you want.

Please follow these suggestions to ensure the best possible mail order service:

1. Allow 4 to 6 weeks for delivery. This year we will be able to ship your order within a week of receiving it, but we cannot be sure of the mail—especially at this time of the year.
2. Use the attached return envelope to mail your order and payment. This will speed processing of your order. Subsequent orders should be mailed to: THE GAMES 100, Post Office Box 777, Ridgefield, New Jersey, 07657.
3. Be sure to include a check or money order with your order. If you wish to use Visa or MasterCard, be sure to include your credit card number, expiration date, and your signature. Sorry, we cannot accept C.O.D. orders.
4. For faster service, you can order by calling toll-free 1-800-228-6262. This service is only available for credit card orders of \$15 or more.
5. Use the back of the main order form for gift orders and additional sheets of paper if necessary. We will include a gift announcement card with every gift order.
6. If for any reason we cannot fill your order, we'll notify you immediately.



R. Wayne Schmittberger

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The numbering of the games is for reference only, and is not a ranking of any kind. When a number is inside a postage stamp it means the game is available from us by mail, as explained on the order form that follows this section. The stars after each game's name and price indicate whether the game is easy (★), medium (★★), or hard (★★★) to get into. Thus the single star for Rubik's Revenge means only that it's easy to learn what to do with the puzzle—not that it's easy to solve! Where applicable, a typical playing time is included after the stars (30 M stands for 30 minutes, 2 H is two hours, etc.). Games previously reviewed or featured in this magazine are indicated parenthetically: J/F 79 would be the January/February 1979 issue, O 82 means the October 1982 issue, and so on.

And now, the games. —R.W.S.

Photo by Stan Fellerman

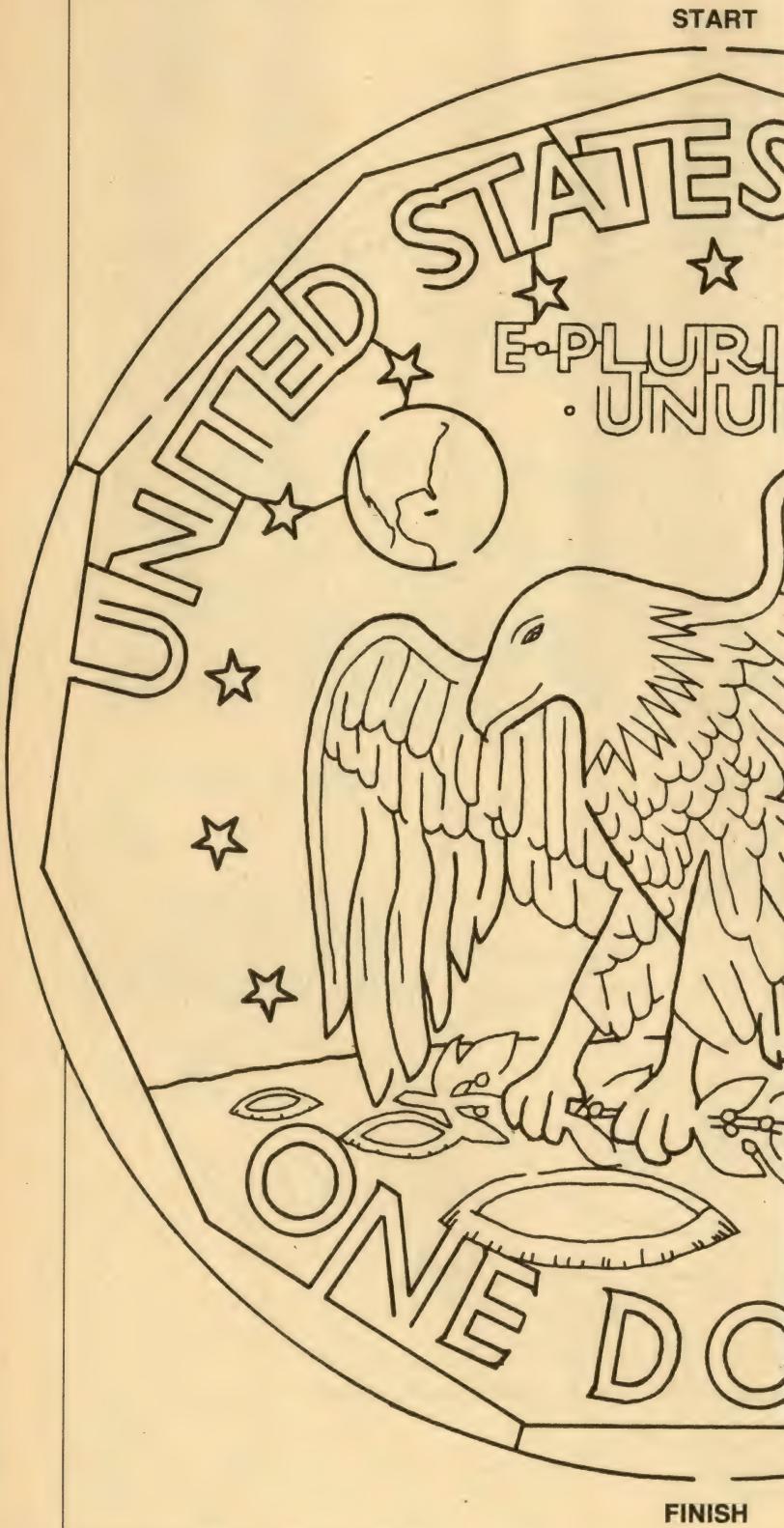
The Other Side of the Coin ★★

by Mark Isaak

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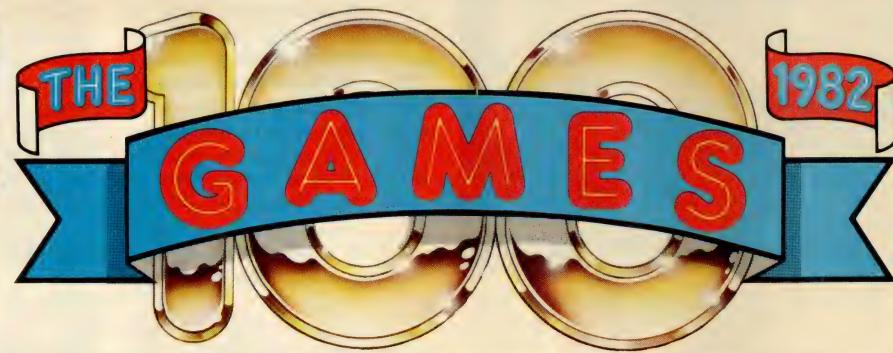


THE GAMES 100 ARE CONVENIENTLY CLASSIFIED IN THE FOLLOWING CATEGORIES

- Word Games
- Manipulative Puzzles
- Modern Strategy Games
- Trivia Games
- Wheeling & Dealing
- Electronic Games
- Logic & Deduction
- Traditional Strategy Games
- Action Games
- Sports Strategy
- Card & Dice Games
- Games of Dexterity
- Abstract Conflict
- Classic Computer Opponents
- Science Fiction & Fantasy
- Historical Games
- Late Arrivals

During your odyssey through The Games 100, please remember that the games available for mail order are flagged with a postage stamp before the name of the game.

FAVORITES OF THE EDITORS OF GAMES MAGAZINE



Edited by R. Wayne Schmittberger

Every year at this time, we take pleasure in recommending 100 very special games. Though these selections are highly diverse—including games both old and new, involving all combinations of chance, strategy, and physical skill—they have one common feature: The more they are played, the more enjoyable they are to play again.

In choosing from more than a thousand games on the market, we look for outstanding *quality*—innovative mechanisms and prices in line with the workmanship of the playing equipment—and for games that make us forget the lateness of the hour in our after-work play-testing sessions. We select only games that are readily available either in stores or by mail, a limitation that eliminated a few of our now discontinued favorites—like Isolation, Black Box, and Skyro, some copies of which might still be found in stores, if you're lucky. Nonproprietary games that are sold in a wide variety of styles and prices (like chess and backgammon) are not included—the choice of a set depends on your taste and budget.

Whether your interest is word games, logic and deduction, sci-

ence fiction, or games of dexterity, we hope you'll find something you like in the various categories, or in the catchall "Late Arrivals" group, which enabled us to keep looking for worthy new additions right up until press time. Because home video games are so numerous and varied this year, we'll cover them in a separate feature next month.

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Photographs by Stan Fellerman

WORD GAMES



1 SCRABBLE BRAND CROSSWORD GAME

(Selchow & Righter; Deluxe edition shown \$29.95 [1A], Travel \$16.95 [1B], Standard \$12.95 [1C]) ★ 1H

The best known of all word games is also the most strategic, especially when just two play. It boasts a national network of clubs, official tournaments, and even its own dictionary. In the photo, can you find a play using all seven tiles in the rack? (S/O 78, pp. 11-13)

2 RUNES (Eon Products, \$10) ★★ 20 M

This game exploits the fact that any letter of the alphabet can be formed by combining pieces of four different shapes of curves and lines. The mental gymnastics of breaking words into letters and letters into pieces should delight wordplay and logic buffs alike. Rules are included for three different games, one of which can be played solitaire. (M/J 82, p. 56)

3 WORD RUMMY (Gabriel, \$5.99) ★ 30 M

In this modified form of the old tile game anagrams, players form words from the lettered cards in their hands, or try to steal other players' words by adding letters to them and rearranging them. If you can see at a glance that DAIRY + PM = PYRAMID, and that you can add an additional ROLLI to make PRIMORDIALLY, no one will be able to beat you. (M/A 81, p. 59)

4 BIG BOGGLE (Parker Brothers, \$16.95) ★ 5 M

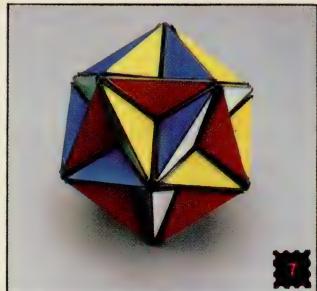
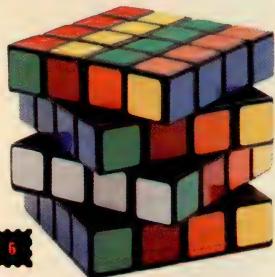
There's just no better word game for a large group of people, yet Big Boggle plays well with as few as two. After shaking up the letter cubes, players race against time to jot down all the words they can find by winding through the grid from letter to letter. Only words that no one else finds count in scoring. Can you find an 11-letter word in the photo? (M/A 80, p. 55)



5 PROBE (Parker Brothers, \$13.95) ★ 20 M

The object is to discover your opponents' hidden words before anyone discovers yours. Players take turns guessing letters, much as in hangman, and do well to think of words with unusual letter combinations. The equipment has been improved since last year.

MANIPULATIVE PUZZLES



6 RUBIK'S REVENGE (Ideal, \$15.95) ★

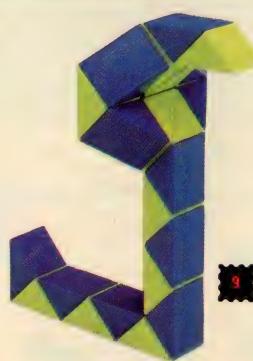
In struggling to solve the original cube, it was some help that the center pieces stayed put. That's not true of this Supercube, which has added an extra row of subcubes in all three dimensions. A solution booklet can be obtained from Ideal for an extra couple of dollars, on the chance you get lost amid the 178 quattuordecillion combinations.

7 ALEXANDER'S STAR (Ideal, \$11.95) ★

It turns like Rubik's Cube, but along 12 axes instead of six. When solved, each of its 12 "faces" will be a solid color, but the stars jutting out from each face will be multicolored. Writing the solution booklet (one can be purchased separately) is our idea of a nightmare. (O 82, p. 56)

8 MAGIC SNAKE (HirschCo, \$11.99) ★

What comes in a ball, straightens to a line, and can be twisted into countless shapes (like the cobra shown)? The silly snake, of course, which does for frustrated artists what the Cube did for would-be engineers. If you tire of fiddling with one, put two or more together for a host of new sculptures. (J/F 82, p. 53)



9 THE ORB (Parker Brothers, \$7.95) ★

Rotating one of this puzzle's hemispheres aligns the beads to form one, two, or four independent loops. Segregating all the beads by color is much easier than solving Rubik's Cube but still proves quite challenging enough. (J/A 82, p. 55)

MODERN STRATEGY GAMES

10 PENTE (Pente Games, with silk-screened board shown \$90 [10A], or with vinyl board \$17.50 [10B]) ★ 15 M

Simple rules, beautiful equipment, and quick playing time have made this one of the few abstract games to become a big commercial success in recent years. Already there are tournaments, a regular newsletter, and a book on strategy, with more coming. Pente closely resembles the Japanese *ninuki-renju*: The first player to get five pieces in a row or to capture 10 opposing pieces wins. (J/A 79, p. 52)

11 TRAX (Excalibre Games, Box 32407, Fridley, MN 55432, \$8 includes postage) ★ 30 M

In this unusual boardless struggle, a player's every move adds to both his own and his opponent's network of paths. The player who either completes a loop or connects opposite edges of an imaginary 8 × 8 array of pieces with a path of his chosen color is the winner. Players who get fixated on local tactics are likely to win the battle but lose the war. (O 82, p. 55)

12 DOTTO (Tega-Rand International, \$8.95) ★ 45 M

This game has more the feel of dominoes than of a board game. Players choose a tile from a hand of three and add it to the board, scoring points for creating or extending a line of dots of matching color or for covering bonus squares. As the board fills up, values tend to increase, resulting in seesaw battles right down to the wire. (J/F 82, p. 52)

13 VIS-À-VIS (Selchow and Righter, \$11.95) ★ 30 M

In this game of pattern making and breaking, the "scorer" tries to move discs into palindromic arrangements (such as red-green-red or blue-blue) while the other player tries to thwart him by adding discs on the least helpful squares. After the board is filled and the score tallied, players switch roles. Though new in the U.S., this game has been a European success under the name Entropy. (S 82, p. 65)

14 TWIXT (Avalon Hill, \$18) ★ 45 M

Players try to complete fences across the board in conflicting directions, and only one can succeed. Subtlety and finesse will win every time against straightforward aggression in this game of great depth and varied tactics.

15 SCORE FOUR (Lakeside, \$7.95) ★ 30 M

Tic-tac-toe is taken to new heights in this 4 × 4 × 4 version, where the player with the most lines of four at the end wins. Strategy is complicated by the fact that beads cannot be played on the top levels until the columns below have been filled in (unless you're playing aboard the Space Shuttle).

16 INTERPLAY (Shoptaugh Games, \$12.95) ★ 20 M

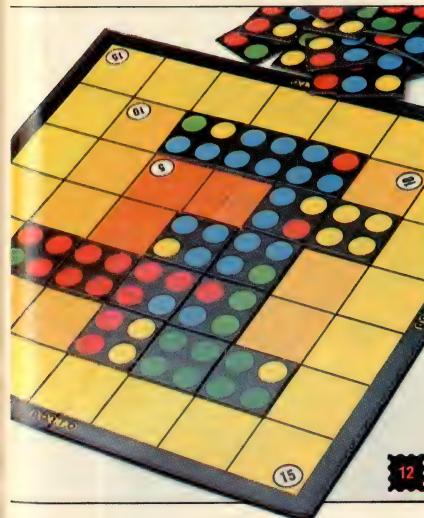
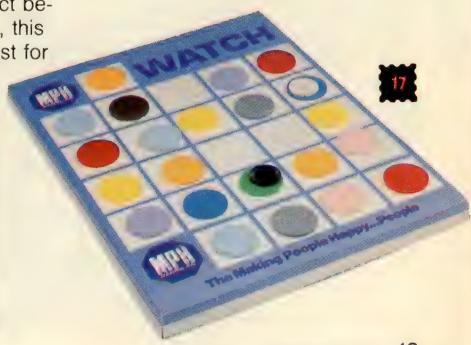
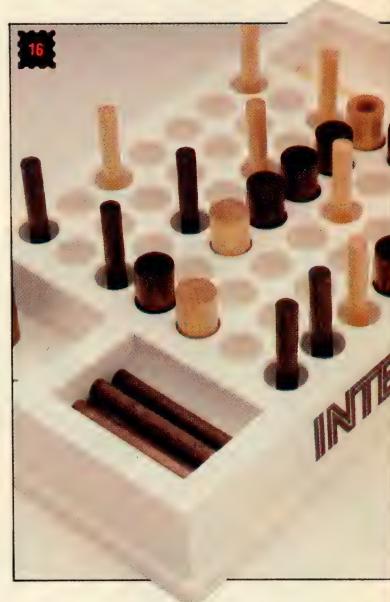
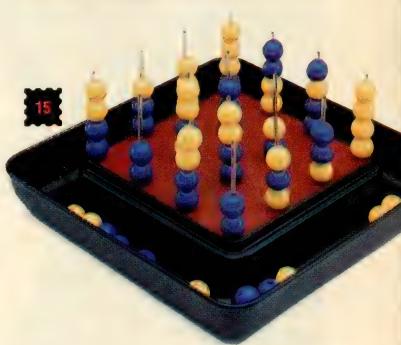
Attractive wooden pieces enhance this five-in-a-row strategy game, which has the interesting twist that certain opposing pieces may occupy the same point simultaneously. Pieces can sometimes hop around freely in endgames, creating dizzying complications. (M/J 82, p. 56)

17 WATCH (MPH, \$5) ★ 15 M

The equipment may be plain, but the game has great play value. After the board squares are randomly filled with colored discs, each player tries to maneuver his one piece onto a square of the same color as his opponent's. The game always ends quickly because each square may be landed on only once.

18 QUINTILLIONS (from Kadon Enterprises, 1227 Lorene Drive, Suite 16, Pasadena, MD 21122; \$29 includes postage) ★★ 30 M

Twelve differently shaped, precision-cut wooden pieces are used for various competitive and solitaire games. If you can visualize how to put two pieces together to maximize contact between their surface areas, this beautiful game may be just for you. (S/O 81, p. 62)



TRIVIA

19 TRIVIAL PURSUIT (from Horn Abbot, Box 560, Niagara-on-the-Lake, Ontario, Canada, L0S 1J0; \$29.95 plus \$2.80 postage and handling) ★ 90 M

Trivial Pursuit's 6,000 questions are the most in any trivia game. Players travel around the board from entertainment to sports to science and history and other categories. Also available is a Silver Screen edition with 6,000 more questions, all on the movies. (S 82, p. 65)



20 JEOPARDY (Milton Bradley, \$9.50) ★★ 30 M

The TV game show is long gone, but the home version is still so popular that this 14th edition has just been released. And when you decide how much to wager on the final question, remember, "Strategy's what counts."

21 FACTS IN FIVE (Avalon Hill, \$14) ★★ 45 M

In five minutes, can you think of five names beginning with five different letters, for each of five distinct categories? As you do all this five times, the changing combinations of letters and categories keep the challenge endlessly absorbing.



22 DIPLOMACY (Avalon Hill, \$17) ★★ 5 H

Many have called this the "game of the century." Players representing major European powers maneuver armies and navies about a map with pre-World War I boundaries, and between moves negotiate secretly as they try to decide whom to trust. Diplomacy needs at least five players, and is best with seven. (N/D 77, p. 43)



23 JUNTA (Creative Wargames Workshop, \$13.95) ★★★ 2 H

Who will fatten up his Swiss bank account the most: the president, the head of the secret police, the admiral, or one of the generals? A combination of diplomatic and wargame skills, not to mention greed and treachery, is useful in this satirical but not-so-unrealistic game set in an unspecified Latin American "republic." Best with five to seven players. (M/J 80, p. 54)

25 MONOPOLY (Parker Brothers, \$11.95) ★★ 2 H

This game needs no description, so here's a strategy hint: The orange monopoly is the best. Skeptical? Try counting how many times you land on it as you leave jail. (M/A 78, pp. 10-13)



24 RAIL BARON (Avalon Hill, \$16) ★★ 3 H

The gameboard depicts the heyday of U.S. railroading. Players earn money by moving from city to city, and use profits to buy railroad lines. Since it costs dearly to use a line owned by an opponent, the trick is to buy up both a network connecting key cities and local monopolies that will pay off big when opponents travel on your turf.

27 ACQUIRE (Avalon Hill, \$18) ★★ 90 M

Players build and merge hotel chains by playing tiles from their hands, and buy stock in the chains they think will be the most valuable. Among family games, this is one of the most strategic.



25 DISCRETION (Princeton International Enterprises, \$14.95) ★★ 2 H

In this highly original real estate development game, players mutually benefit from erecting buildings on adjoining lots. Borrowing from the bank is a good strategy, but try to avoid dealing with loan sharks: If you get in too deep, they'll take you out of the game.



ELECTRONIC GAMES

28 WORLD CHAMPIONSHIP BASEBALL (Mattel, \$29.99)
★★ 30 M

In this game of almost unbelievable sophistication, you can program your batting lineups, change pitchers as they tire, call in a pinch-hitter—and watch the players perform according to their statistical charts in the rule-book. But you have to develop hitting skills too, because the opponent—computer or human—throws wicked curves. The control pads are like those for Mattel's Intellivision baseball.



29 WORLD CHAMPIONSHIP FOOTBALL (Mattel, \$29.99)
★★ 30 M

Worlds beyond Mattel's old Football II, this hand-held game allows you to program various offensive formations and pass patterns, and to control key players as play unfolds. Players are represented realistically, as in Mattel's Intellivision football cartridge.

30 PAC-MAN (Coleco, \$70)
★ 10 M

Though the Pac-Man in this tabletop version moves in staccato steps rather than a smooth glide, it's still great fun to eat dots and play tag with monsters. And the other games this machine plays—"Head-to-Head Pac-Man" and "Eat and Run"—are in themselves worth the price of admission. (J/A 82, p. 53)

31 SUPER SIMON (Milton Bradley, \$59.95) ★

More suitable for parties than any other electronic game, Super Simon plays five different games and is suitable for both solitaire and head-to-head play. The basic challenge is to remember and re-create longer and longer sequences of tones and colored lights. (M/J 81, p. 56)

32 AIR TRAFFIC CONTROL-LER (Bandai, \$50) ★★

How many airplane landings and takeoffs can you juggle? In trying to keep track of speeds, altitudes, and flight paths, you'll be thankful it's only a game.

33 GALAXIAN (Coleco, \$70) ★

The miniaturized arcade game still has colorful graphics, jarring sound effects, and great play value. If you find dive-bombing aliens unnerving, the machine also plays a tamer game resembling Space Invaders.

30 FRISKY TOM (Bandai, \$55)
★ 10 M

This may be the best hand-held adaptation of an arcade game. You control Tom the plumber, who races around repairing pipes that mice keep knocking down. Points are scored by keeping the water flowing and by bashing mice with pipe sections whenever you can. If you get past the first two screens, the mice get really nasty and start lighting bombs. (O 82, p. 55)



32 ELECTRONIC DUN-GEONS & DRAGONS (Mattel, \$55) ★★ 20 M

One or two players grope their way through computer-generated labyrinths, different every game, searching for treasure. Guarding it is an audible but invisible dragon. By the time the sound effects tell you the dragon has awakened, you'd best know your way around the maze pretty well. (J/A 81, p. 46)



33

34 ELECTRONIC STRA-TEGO (Milton Bradley, \$59.95)
★★ 45 M

Computerization has greatly improved this classic battle to capture the opponent's flag. Identities of opposing pieces no longer need to be revealed when they fight, since victory is automatically awarded to the higher ranking piece. Players can also program secret mine locations and use turns to probe for weaknesses in the enemy camp. (S 82, p. 66)



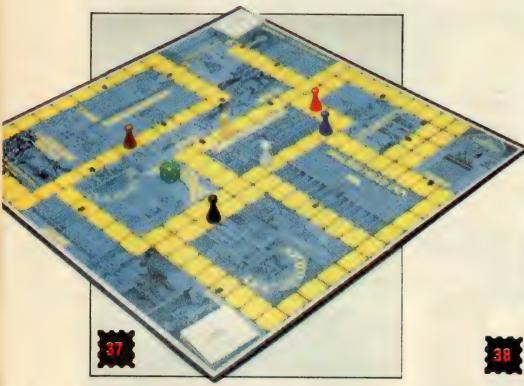
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LOGIC & DEDUCTION

37 22-1-B BAKER STREET

(John Hansen, \$13.95) ★★ 1H

Two or more players slip through the back streets of London, piecing together charade-type clues and other bits of evidence, while padlocking important buildings to slow up or mislead opponents. Twenty different cases to solve come with the game; up to 100 more are available from the manufacturer.



37

38 ADVANCED MASTER MIND

(Pressman, \$12.99) ★ 15 M

Basic Master Mind has become a modern classic of deductive reasoning. The advanced version involves a code of five rather than four pegs, and of eight rather than six possible colors, making it a lot harder to win by lucky guessing. Can you solve the hidden code in the photo? (J/F 78, p. 48)



38

39 CLUE

(Parker Brothers, \$11.95) ★★ 1H

Millions love this classic mystery game, but we have yet to meet two people who organize their detective notes the same way. There's really no limit to what can be inferred from the questions the other players ask—or avoid asking—and it's more satisfying to win through careful deduction than by a lucky stab. (J/F 80, pp. 13-15)



39

40 SLEUTH

(Avalon Hill, \$6) ★★ 1H

Three to six players try to learn which card has been removed from a deck of "gem cards," each of which displays a unique combination of characteristics (for example, a "blue diamond cluster" or "red opal solitaire"). Players ask an opponent to see cards with specific characteristics ("Do you have any yellows?" or "Have you any opal clusters?"). The game includes an advanced "Supersleuth" version ideal for skilled logic problem solvers. (J/F 79, p. 40)



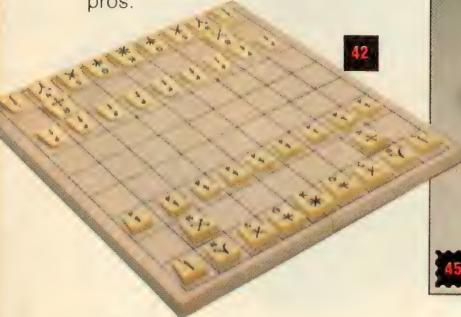
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TRADITIONAL STRATEGY GAMES



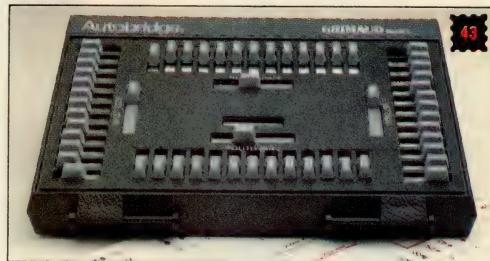
41 GO (from Sabaki Go Company, Box 23, Carlisle, PA 17013; full-size folding board and 5.5 mm glass stones, \$31 includes postage) ★★ 1H

Widely acknowledged as the best pure strategy game ever invented, go is easier to learn than chess, but harder to master. Players gain points by walling off territory or surrounding and capturing the opponent's stones. To help you figure out who's surrounding whom, Sabaki also sells all the English-language books on the game, nearly all written by Japanese pros.



42 SHOGI (The Shogi Association, P.O. Box 77, Bromley, Kent, U.K.; \$17 plus \$5 surface postage) ★★ 1H

This is the only game that rivals go in sheer depth of strategy. Shogi is more complex than its distant cousin chess, because captured pieces become part of the capturing player's forces. Moves are shown symbolically on the pieces in this westernized version to simplify learning the game. A handicap system insures exciting games between unequal players.



43

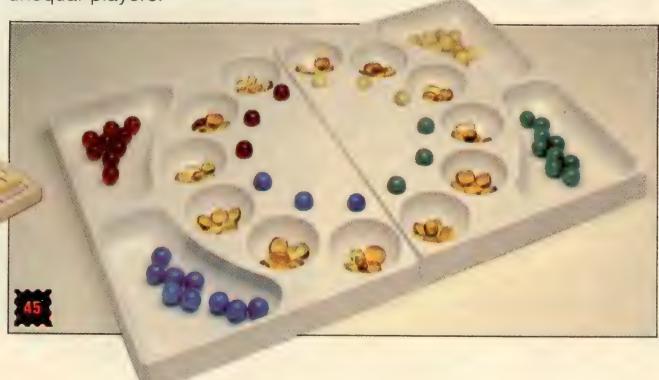
43 AUTOBRIDGE

(Grimaud, \$23.95) ★★ 10 M

This solitaire bridge game allows beginners to practice without fearing angry partners, and also enables experienced players to test their skills with advanced deals (12 sets of 32 deals each can be ordered separately). Each hand fits behind a screen that exposes cards one at a time as in real bridge. A booklet analyzes each hand, explaining why your play was brilliant or knuckleheaded.

44 OTHRELLA (Gabriel, \$11.99) ★ 45 M

Pieces flip over and over as the board fills up in this deceptively simple strategy game, whose origins date back at least to Victorian England. Although the goal is to finish with the most pieces of your color up, the best strategy, paradoxically, is usually to limit your opponent's options by flipping over as few of his discs as possible during the first two-thirds of the game. (S/O 77, p. 17)



45

45 OH-WAH-REE

(Avalon Hill, \$14) ★★ 30 M

Though we prefer the wooden boards that some companies market, none of those editions provide so outstanding a rule-book, giving rules for 10 of the best two-rank *mancala* ("pit-and-pebble") games. Though the games originated among primitive tribes, the secrets of their strategies still elude the best computer programs.

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FIRST PRIZE

GAME # 8

SECOND PRIZE

GAME # 9

100
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Dungeon® Adventure Game
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Coleco
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TOYS "R" US®



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 Parker Brothers
 Hasbro
 Selchow & Righter
 L.J.N.
 Mattel
 Bandai

TOYS "R" US® NAME "R" GAMES CONTEST RULES

1. Correctly match the numbered games shown above with their name and manufacturer.
2. On a separate sheet of paper, write your answers, matching the numbered games in the picture above with their correct name and manufacturer.
3. Put your name and address on your entry and deposit it in the box located at the customer service desk of your Toys "R" Us store or mail it to:
Name R Games Contest
 P.O. Box 999
 Ridgefield, NJ 07657
 Please be sure to indicate your preference for either Medium or Large tee shirt. Entries must be
4. Enter as often as you wish, but put each entry on a separate piece of paper. If you mail your entries, each must be postmarked in a separate envelope.
5. Prize winners will be determined in a random drawing from among correct entries by independent judges whose decisions are final.
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ACTION GAMES

46 TWISTER (Milton Bradley, \$9.95) ★ 15 M

Become a human pretzel in this popular party game for people who don't mind getting better acquainted. A spinner tells you which hand or foot you have to move to which color dot on the giant vinyl board; if you fall over, you're out. Be sure to watch the person with the spinner—the temptation to cheat and call the most difficult move is usually irresistible.



47 BOFFERS (from Grand Dance Boffer Co., Box 02301, Portland, OR 97202, \$18 includes postage) ★

Ideal for reenacting your favorite pirate movie, these styrofoam swords allow combatants to whack away at one another as hard as they can—and with the sounds of a battle to the death. But injury is virtually impossible as long as the eye and ear protectors are worn.



48 TRAC-BALL (Wham-O, \$15) ★

The two lacrosse-like rackets are designed for throwing, catching, and scooping up the hollow plastic balls, which accelerate as they're flung off the studded track. A hard sidearm throw yields the best curve ball we've ever seen.

49 MASTER FRISBEE (Wham-O, \$7) ★

This disc is bigger and heavier than the basic Frisbee and so is more reliable in the wind. Even after you've learned to catch it gracefully, throw it accurately, and do trick shots, there are still Frisbee golf and football to explore.



50 FORE PAR TABLE GOLF (from World Wide Games Inc., Box 450, Delaware, OH 43015, \$90 plus postage) ★ 30 M

Still our favorite from World Wide Games's excellent line of woodcrafed games, this is more for pool mavens than golfers. Up to four players shoot their pucklike "golf balls" around this mini-18-hole course, where the chief hazards are bumpers and other players' balls. If you enjoy this kind of game, you should also check out Bumper Puck, Skittles, and Table Croquet in World Wide's catalogue. (N/D 78, p. 53)

SPORTS STRATEGY

51 SPEED CIRCUIT (Avalon Hill, \$14) ★★ 90 M

A better sports game can scarcely be imagined. Each player chooses a racecar with his favorite characteristics—good acceleration, maximum safe speed, or powerful brakes (but you can't have everything)—then race them on three world-famous tracks. The game is nearly pure skill, but players can elect to take chances.

52 WIN, PLACE & SHOW (Avalon Hill, \$14) ★★ 2 H

Three to six players buy race horses at auction, bet on them, and act as jockeys for the horses they own. Though horses vary in speed and stamina, luck occasionally allows long shots to beat favorites, with big paydays for players who guess right. The races are simpler to handicap than in real life, but no less suspenseful.

53 SOCCER STARS (Sol-tec, \$9.95) ★★ 1 H

This game captures the flavor of soccer with simple rules that players can easily add to for greater realism and detail. The longer an attempted pass, the farther from its intended target it may end up. The offside rule in the advanced game doesn't work very well, but this is easily corrected by substituting the official soccer rule.

54 FOOTBALL STRATEGY (Avalon Hill, \$15) ★★ 1 H

In this game of second guessing, the offensive player has a choice of three styles of offense, each with 20 types of plays; the defense chooses from 12 different plays; and the results are cross-indexed on a chart based on NFL statistics. If you try a long pass just when your opponent has decided to blitz—well, you get the idea.



CARD & DICE GAMES



55 PATOLLI (Kirk Game Company, \$16) ★ 30 M

The resemblance of this Aztec game to the Indian *pachisi* has led to speculation about Asian-American contact in pre-Columbian times. This authentic reproduction includes gambling cards that represent money, home, children, and spouse, all of which were frequently wagered on the game. A 50-page booklet describes the game's prominent place in Aztec culture.



56 PASSING THROUGH THE NETHERWORLD (Kirk Game Company, \$16) ★ 30 M

The game of senet, found in King Tut's tomb, was a forerunner of backgammon which used peculiar sticklike dice. Egyptology buffs will especially appreciate the 67-page booklet, describing in detail the history, archeology, and religious meaning of senet, that accompanies this handsome reconstruction of the game. (M/J 78, pp. 10-15)



57 MILLE BORNES (Parker Brothers, \$7.95) ★ 1 H

The first player to "drive" 1,000 miles wins. Players slow each other up with "speed limit" cards or with hazards like "flat tire" and "out of gas" (which require a "spare tire" or "gasoline" card to recover). Easy, suspenseful, and fine for parties.



58 UNO (International Games, Deluxe \$7.99 [58A] or Standard shown \$4.99 [58B]) ★ 45 M

Though you can improve your chances by remembering all the cards played, Uno's popularity is based on its simplicity, not on its strategic aspects. Players try to get rid of cards as in crazy eights, but the game has a rummylike scoring system.



59 CAN'T STOP (Parker Brothers, \$11.95) ★★ 20 M

"Quit while you're ahead" is good advice in this game—to a point. Players must balance greed and caution as they choose whether to pass the dice, thereby consolidating their position, or to keep rolling. (J/F 81, p. 52)

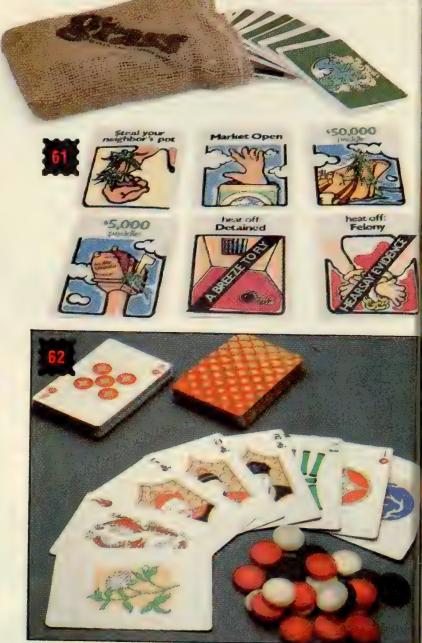
60 SORRY (Parker Brothers, \$11.95) ★ 30 M

Players advance their tokens from Start to Home by drawing number cards, many of which give interesting options: 7s may be split among two pieces, for instance, and 11s give the option of switching a token's location with an opponent's. The game is never dull, and is never decided until the last play.



61 GRASS (Euro Commerce Corp., \$7.50) ★★ 30 M

Whether you're intrigued or incensed by the theme of dealing in marijuana, consider this: We know of no action card game that plays better. Steal an opponent's stash, get busted, go free on a technicality—there's a lot of suspense as fortunes change quickly. The game was invented by a retired policeman!



62 MHING (Suntek International, \$19.95) ★★ 90 M

This game, with an exotic 150-card deck, is based closely on Chinese mah-jongg but has a slightly simpler scoring system and a step-by-step rulebook that allows beginners to progress from simple to complex versions at their own pace. Owners of mah-jongg sets might buy it just for its rules, since it can be played with mah-jongg tiles. (O 82, p. 55)

63 MARRAKESH

(from Xanadu Leisure, Box 10-Q, Honolulu, HI 96816, \$49.50 includes postage)
★★ 45 M

The handsome equipment will attract backgammon players, but this is really a game requiring good card sense. The shifting board positions make guessing what card your opponent will play an inexact science, and it will keep this game forever intriguing. (M/J 80, p. 53)



64 YAHTZEE (Milton Bradley, \$4.95) ★ 15 M

This unequalled solitaire game is also great played competitively. Players roll and reroll five dice and try to match them with categories on their scorecards ("full house," "straight," "sixes," etc.). A category may not be used twice, so the trick is judging what order to use them in.

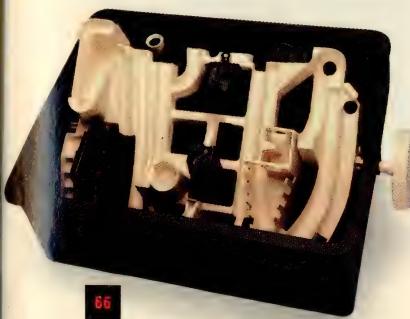


GAMES OF DEXTERITY



65 **BLOCKHEAD** (Pressman, \$7.99) ★ 10 M

We know of no better equalizer of children and adults, game fanatics and non-gamers. Players take turns trying to add peculiarly shaped pieces to a tower without tipping it over. Just when you think your opponent is stuck, he somehow balances a piece you thought he couldn't, and now you're on the hot seat. Very addictive.



66 **REACTRAC** (Just Games, 133 Mead Brook Rd., Garden City, NY 11530; \$18 plus \$4 for postage and handling) ★

Guiding a steel ball around the curves without falling through drop-out holes requires patience, dexterity, and more practice than anyone can afford. The classic labyrinth game is good, but the tricks needed to master Reactrac are more interesting and varied. This game will probably be unavailable next year.

67 **NO JIVE 3-IN-1 YO-YO** (Tom Kuhn Custom Yo-Yos, \$10.95) ★

Laser-carved for exceptional precision, this state-of-the-art yo-yo can be taken apart and reassembled in three different configurations, each suited to its own set of trick throws. Fine for both beginning and advanced yo-yoers of all ages.

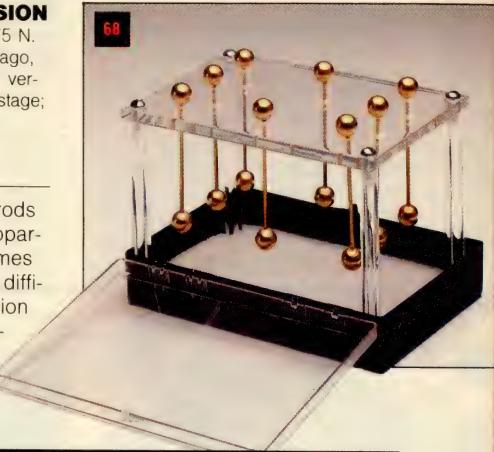


68 **ETERNAL SUSPENSION**

(from Ibex International, 875 N. Michigan Ave., Suite 1557, Chicago, IL 60611; gold-plated "medium" version shown, \$19.95 includes postage; "easy" and "difficult" versions, \$14.95 each includes postage)

★ 15 M

This challenge—balancing rods and balls magnetically in apparent defiance of gravity—comes in three versions of varying difficulty (only the medium version is gold-plated). If you somehow master the trick, you can try setting records by using a clock. (S 82, p. 66)



ABSTRACT CONFLICT

69 **RISK** (Parker Brothers, \$17.95) ★★ 1 H

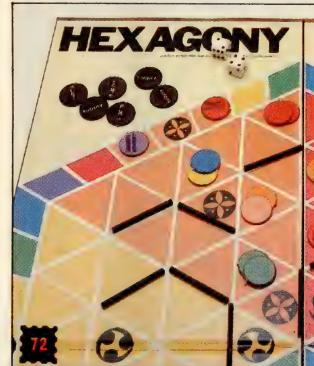
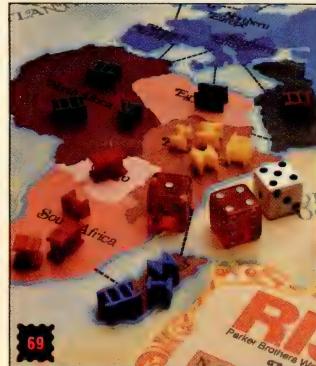
Even the most peace-loving tend to grow aggressive in this game of global conquest. And if there's anything about the rules you don't like, don't worry—dozens of alternate rules have been published, and it's easy to make up your own.

70 **CONQUEST** (Conquest, Inc.; with metal pieces shown \$42.50 [70A], or with plastic pieces \$16.50 [70B]) ★★ 2 H

Load soldiers onto chariots and elephants, put them aboard your fleet, and set sail to attack the enemy's island stronghold. This colorful game of medieval combat involves pure strategy and combination; yet it's virtually impossible to look more than a turn ahead. The key is to develop an instinct for spotting strengths and weaknesses. (J/F 79, p. 51)

71 **BATTLE** (Yaquinto, \$9) ★★ 45 M

This outstanding introductory wargame allows players to vary terrain and combat and movement values in ways that keep it challenging even to experienced players. Unlike most other wargames, it involves neither luck nor hidden movement of any kind. (M/J 81, pp. 60-61)



72 **HEXAGONY** (Avalon Hill, \$14) ★★ 90 M

In a sense, this game has two distinct boards. Players must decide each turn whether to move around the outside track to build up future "supply" points, or to use the supplies they already have to launch a speculative attack on the inner board area. Ultimate success requires accurate judgment of when to attack and when to consolidate.

73 **4000 A.D.** (Waddington's House of Games, \$19.95) ★★ 90 M

The board represents a three-dimensional sector of space, but players must also think in a fourth dimension as they send their spaceships through time warps. Expand your empire carefully, then coordinate a well-timed assault on your opponent's home planets. Miscalculation is punished severely: A fleet that outnumbers an enemy fleet by only one ship will wipe out the entire smaller fleet if their paths cross. (M/A 79, p. 42)



CLASSIC COMPUTER OPPONENTS

74 SENSORY CHESS CHALLENGER "9" (Fidelity Electronics, \$165) ★★ 1 H

For the money, this is the best computer chess opponent we've ever seen. At tournament speeds, an earlier model was rated 1771 by the U.S. Chess Federation, and this machine seems 100 points stronger. Most players can learn a lot from even the lowest of its nine levels.

75 REVERSI CHALLENGER (Fidelity Electronics, \$155)
★ 45 M

This computer will play the version of reversi popularized by Gabriel as Othello, as well as a variation that is identical except for the opening setup. On some of its 18 ability levels, it could beat the human world champion.



76 CHECKER CHALLENGER (Fidelity Electronics, \$95)
★ 45 M

If you think checkers is easy, you may want to think again after losing a dozen straight games to this machine. Only the lowest of its four levels gives novices a sporting chance.



SCIENCE FICTION & FANTASY

77 COSMIC ENCOUNTER (Eon Products, \$15) ★★ 90 M

This is the game most likely to succeed in a diverse group; everyone we know who has tried, likes it. Players try to establish bases on five planets through a simple system of card play and piece movement. Each player is a different alien who can break rules in a unique way. Expansion sets allow you to add aliens, players, and advanced rules. Fewer can play, but four is best. (S/O 78, p. 56)

78 DARKOVER (Eon Products, \$15) ★★ 2 H

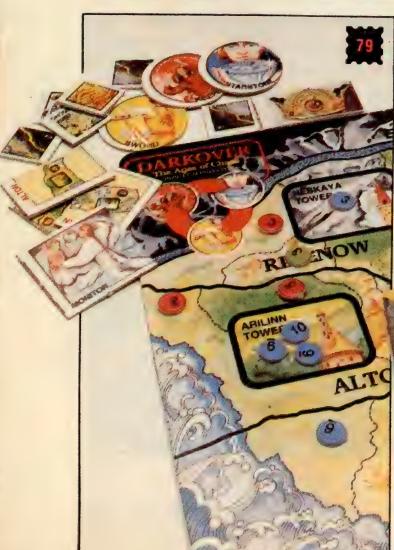
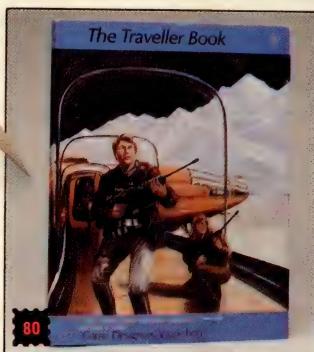
This bizarre game is based on Marion Zimmer Bradley's novels about a telepathic world subject to bursts of mass madness. Imagine players staring at one another, chanting in unison, "One, please don't burn; two, please don't burn; three . . .," waiting for someone to crack a smile or miss a beat—and that's only the beginning. The game requires strategic insight, self-control (players displaying anger, greed, or despair are penalized), and a distinct lack of inhibitions.

79 THE TRAVELLER BOOK (Game Designers Workshop, \$14.98) ★★★

This book provides exceptionally thorough rules and sample adventures to get you started in science-fiction role-playing. A line of excellent board games and supplements based on the Traveller universe is also available, and can be used to create nearly any futuristic adventure.

80 DUNGEONS AND DRAGONS, Basic Set (TSR Hobbes, \$11.95) ★★★

This starter set of books will teach you how to create games of adventure set in a world of fantasy and magic. More than a game, it's a cooperative exercise limited only by the players' imaginations. For advanced players there are dozens of excellent supplemental books, adventures, and playing aids. (S/O 79, pp. 10-12)



HISTORICAL GAMES



82 DUNE (Avalon Hill, \$16) ★★ 3 H

Two to seven players represent factions vying for control of a desert world whose precious spice is the key to interstellar navigation. Paul Atreides, the Bene Gesserit, the Guild, and other main groups and characters of Frank Herbert's classic novel are represented, each with special powers. In an unusual combat system, battles are won more often by treachery than by military might.

83 WAR OF THE RING (TSR Hobbies, \$20) ★★★ 90 M

Two separate games based on Tolkien's trilogy come in one box. In the shorter character game, the Dark Lord searches to recover the Ring of Power before it can be destroyed in Mount Doom. In the more complex wargame, battles extend throughout Middle Earth.

84 STAR WEB (Flying Buffalo, Box 1467, Scottsdale, AZ 85252; \$5 for rules, plus a \$5 deposit, plus \$3.50 and up per move; no photo) ★★★ 18 months

This is a computer-modulated space game, played by mail. At the start you know none of your opponents and have information only about your home sector of space. Your goal depends on whether you're an empire builder, merchant, pirate, apostle, or berserker, each of whom amasses points in different ways. A game can take years, but Flying Buffalo will find you all the opponents you want.



85 ACE OF ACES (Nova Game Designs, Rotary Series shown [85A], or Powerhouse Series [85B], \$16.95 each) ★★ 30 M

This portable World War I dog-fight simulation comes in two ingeniously designed books. Each page shows the current view from a player's cockpit and gives him a choice of maneuvers that will lead—when cross-referenced with the opponent's choice—to a new page. The two editions involve planes with different capabilities, but can be played together. (J/F 81, p. 52)

86 OREGON TRAIL (Fantasy Games Unltd., \$13) ★★★ 90 M

Hitch your wagons, lay in supplies of food, medicine, and ammunition, and lead your party westward through hostile territory and unforeseen crises. This role-playing board game can be played as well solitaire as by multiple players.



87 STORM OVER ARNHEM (Avalon Hill, \$16) ★★★ 2 H

The setting is the valiant British stand depicted in *A Bridge Too Far*. The innovative "staggered" movement and combat system in this atypical World War II simulation provides great depth of tactics without sacrificing playability. A system of "bidding" for the right to play the British side gives both sides perfectly equal chances, a rare achievement in wargames.

88 NAPOLEON AT WAR (TSR Hobbies, \$15) ★★★ 90 M

Four different games come in this package: Marengo (shown), Wagram, Jena-Auerstadt, and The Battle of Nations. All use the same movement and combat system, which even a newcomer to wargames will master easily. This is one of the first of the old SPI games to be revived since TSR took over the line this year.

89 MIDWAY (Avalon Hill, \$16) ★★ 2 H

A cat-and-mouse game requiring considerable logic, this re-enactment of the turning point of the U. S.-Japanese Pacific conflict is the classic naval wargame. Players launch planes to look for opposing fleets; but the more extensive the search, the more you give away about the location of your own forces.

90 CIVILIZATION (Avalon Hill, \$22) ★★ 2 H - 12 H (depending upon the number of players)

This game is so absorbing that even if you're clearly losing you'll want to continue just to see how well you finish. Each of two to seven players begins with a nomadic Stone Age tribe, and through migration, conflict, urbanization, trade, and the development of arts, crafts, and sciences, attempts to build the most advanced civilization. A brilliantly conceived, flawlessly executed game of immense scope. (J/A 82, p. 53)

91 A HOUSE DIVIDED (Game Designers Workshop, \$9.98) ★★ 1 H

This strategic-level American Civil War game is simple and playable enough to appeal to nonwargamers. Players fight for control of key recruiting cities, where new, less experienced troops are mobilized nearly as quickly as others are lost in battle. (M/A 82, p. 53)

LATE ARRIVALS



92 SHERLOCK HOLMES CONSULTING DETECTIVE GAME (from Sleuth Publications, 2527 24th St., San Francisco, CA 94110; \$20 plus \$2 postage) ★★ 45 M

This is the most ingenious and realistic detective game ever devised, and it can be played solitaire, cooperatively, or competitively. Players read about a crime in a Case Book, scour a facsimile of the London *Times* for background information, then—armed with map and directory—set off through 1886 London looking for clues. By paging through a Clue Book, you can visit the victim's office, a suspect's flat, Scotland Yard, or any of some 250 locations to which the trail may lead. Ten cases are provided, and the object is to solve the crimes in as few clue searches as possible.



93 DOMINATION (Milton Bradley, \$10.95) ★★ 30 M

Winner of the 1981 "Game of the Year" award in Germany (under the name Focus), this abstract battle involves the movement and stacking of pieces into towers. By maneuvering towers topped by your pieces onto other towers, you capture opposing pieces and create "reserves" that can enter the game anywhere. Short versions for three or four players are included, but the two-player game has the most depth.

94 BORDERLANDS (Eon Products, \$20) ★★ 90 M

Players vie for control of strategic sites that produce coal, iron, gold, timber, and horses. These resources can be combined to build boats, weapons, and cities. As a two-player game, this is a tense strategic conflict with little margin for error; when three or four play, diplomacy and trade are paramount.

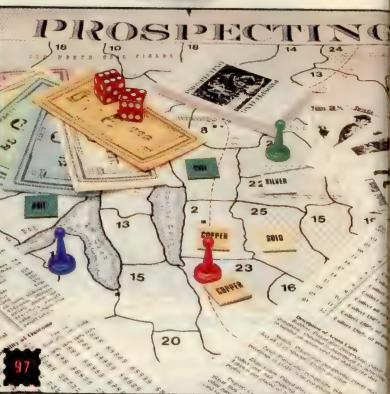
95 BOUNTY HUNTER: Shoot-out at the Saloon (Nova Game Designs, \$18.95) ★ 20 M

Lawman and Outlaw stalk each other, jockeying for position in a shoot-out to win increased skill, fame, and fortune. As in Ace of Aces, each player has a book, each page showing what his character sees at the time. Players choose their moves, compare, and turn to new pages, until there's a showdown. More than one set of these books can be used at a time for an excellent multi-player version.



96 CRAZY CLIMBER (Bandai, \$55) ★

Watch out for falling flowerpots, closing windows, and bird droppings—hazards likely to concern anyone who scales a skyscraper. Joysticks control the climber's hands and feet, but his position on the screen is fixed—it's the building that moves. Once you get used to this, you'll see why the game has been among the most popular in the arcades. The sound effects are the best yet for a hand-held game.



97 PROSPECTING (The Game Lab, \$19.95) ★★ 1 H

The more you invest, the better your chance of striking copper, silver, or even gold on your next dice roll. And if you manage to build a chain of adjacent mines of one type, you'll really make a bundle. But be careful; even the shrewdest speculator can fall prey to robbers, swindlers, and tax collectors. As viciously competitive as the real thing.

98 KENSINGTON (Samuel Ward, \$10) ★ 30 M

The positioning and movement of pieces is reminiscent of nine men's morris, but this game is more sophisticated. A player wins by forming a hexagon; however, he must first maneuver pieces into triangles and squares, gaining the right to reposition opposing pieces.



99 DAWN PATROL (TSR Hobbies, \$12) ★★★ 2 H

This handsome remake of *Fight in the Skies* allows players to stage battles with combinations of 60 different types of World War I aircraft. Maneuvering to fire at your opponent's weakest point may remind you of three-dimensional chess, but the Basic Game is not hard to learn. Optional rules add such considerations as weather, ground attacks, and rescuing downed pilots.



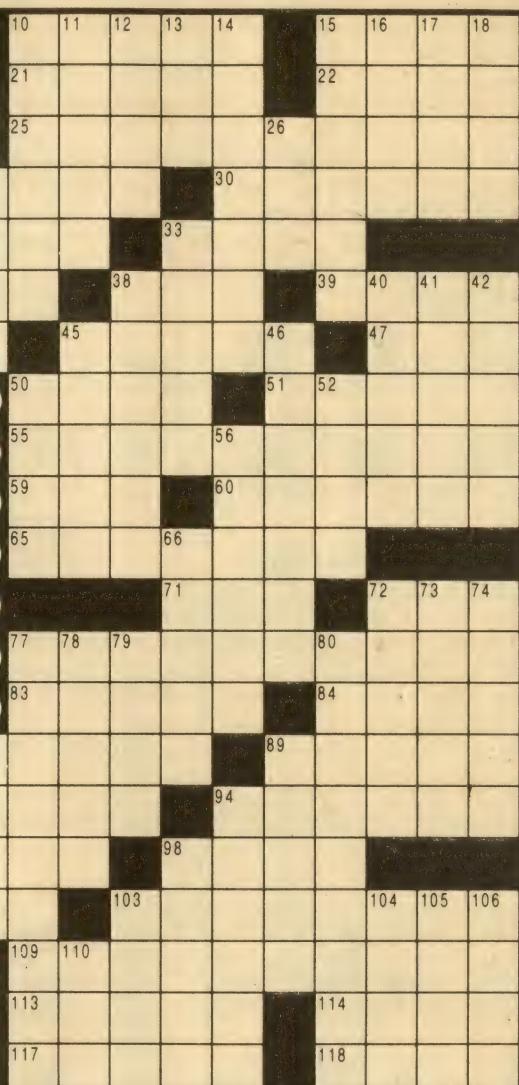
100 RUBIK'S RACE (Ideal, \$14.95) ★ 2 M

More than another attempt to exploit the Cube craze, this is an excellent and rather unusual game, in which two players slide tiles in a race to create specific 3x3 color patterns in the center of their boards. The patterns are generated by shaking up cubes in a device resembling a miniature Boggle set.

Riddle in the Middle ★★

by Henry Hook

Enter the answer to the puzzle's riddle in the seven central circles.



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117 Rarin' to go
118 Photo of the
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15 Sit loosely
and awkwardly
16 Nemesis of
TV's Dukes
17 Aves' flappers

44 Syrup source
45 Freshwater fish
46 "... not wisely,
but ____"
49 Unanimously

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's a struggle
blind 56 Cerumen
n a wall 61 Oarsmen
rection 62 Egg dish

LATE ARRIVALS

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93 DOMINATION Bradley, \$10.95 ★

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Watch out for falling flowerpots, closing windows, and bird droppings—hazards likely to concern anyone who scales a skyscraper.



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The following . . .

Use separate sheet of paper for additional gift orders. Total from additional sheet _____

TOTAL THIS SIDE _____

Please transfer this amount to front order form.

generated by shaking up cubes in a device resembling a miniature Boggle set.



94 BORDERLANDS (Eon Products, \$20) ★★ 90 M

Players vie for control of strategic sites that produce coal, iron, gold, timber, and horses. These resources can be combined to build boats, weapons, and cities. As a two-player game, this is a tense strategic conflict with little margin for error; when three or four play, diplomacy and trade are paramount.

95 BOUNTY HUNTER: Shoot-out at the Saloon (Nova Game Designs, \$18.95) ★ 20 M

Lawman and Outlaw stalk each other, jockeying for position in a shoot-out to win increased skill, fame, and fortune. As in Ace of Aces, each player has a book, each page showing what his character sees at the time. Players choose their moves, compare, and turn to new pages, until there's a showdown. More than one set of these books can be used at a time for an excellent multi-player version.

Riddle in the Middle ★★

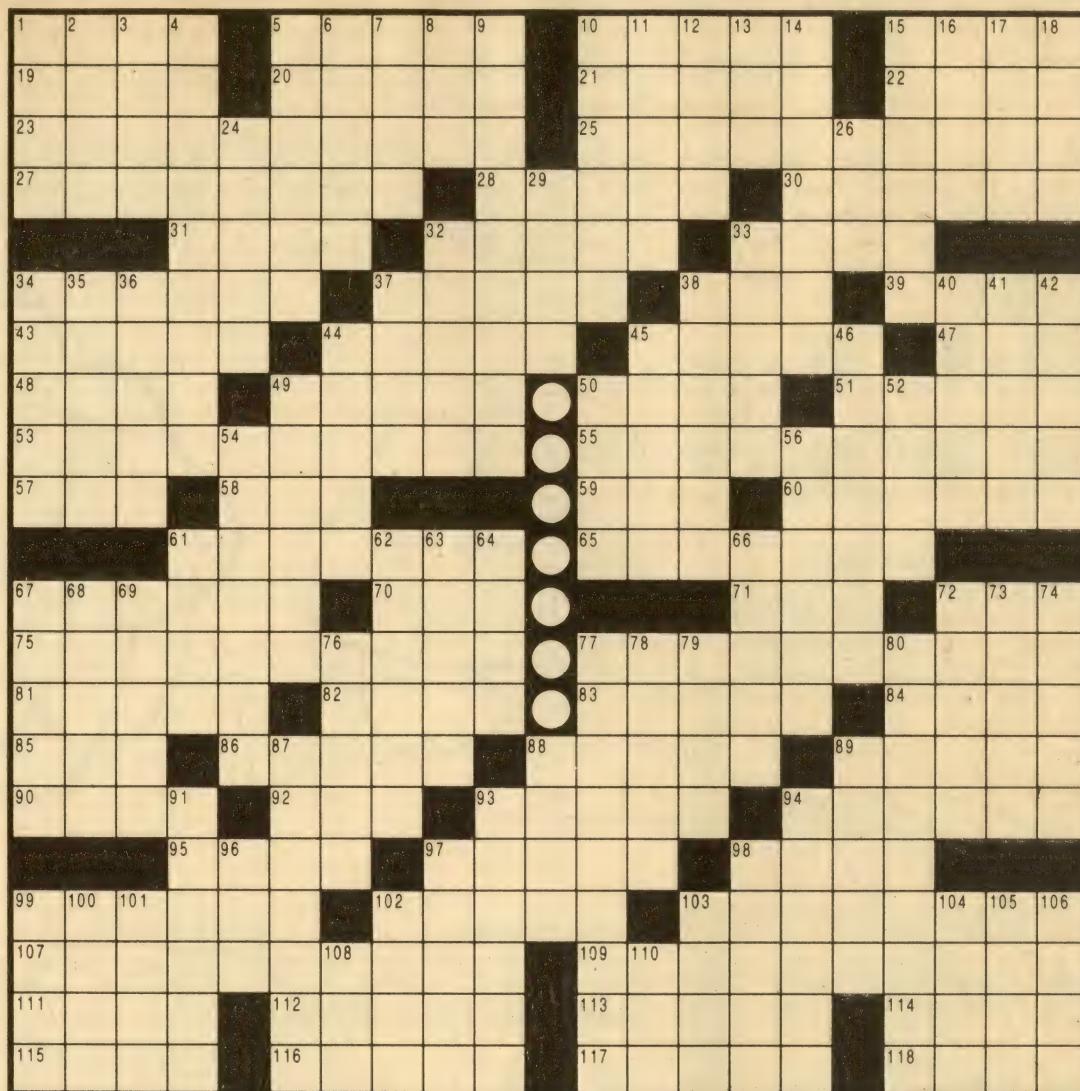
by Henry Hook

Enter the answer to the puzzle's riddle in the seven central circles.

Answer Drawer, page 90

ACROSS

- Newcomers to society
- "____ press is a necessity": Lippman
- Struck, at the printshop
- Counterfeiter
- Obsolescent wedding-vow word
- Frequency of many newspapers
- Ham it up
- Equestrian's game
- My first*
- My second*
- Stronghold
- Photographer's request
- Apparitions
- Kit Williams's protagonist
- Foul cigar
- Was friends with
- Cold indication
- Childe Harold's chronicler
- Greek cross
- Teens in tartans
- Fuzz-covered
- Corday's victim
- Carmen* composer
- Ballplayer Piniella
- Play start
- Hawaiian tree
- Cartoonist Peter
- Newspaper section
- My third*
- My fourth*
- Sun. A.M. talk
- Guy's date
- Equilibrium: Abbr.
- React to reveille
- What 1-Across do
- Villified
- Breastbones
- DCLXVII trebled
- Piercing tool
- Eggs
- My fifth*
- My sixth*
- States as factual
- Toast topper
- Change the packaging
- Mormon state
- Beatnik's expletive
- Rapunzel's prison
- Done on a loom
- One with pool membership



DOWN

- Remove, as a hat
- Longest wholly Spanish river
- Bunker's brew
- Polyester, e.g.
- Stick
- Quiz answer
- Journalist Jacob
- Lodgings, in London
- Open to question
- Neighbor of Iraq
- Hummer's gadget
- Venetian blind parts
- Recess in a wall
- Stage direction
- Island paradise
- Play the piano, jocularly
- Subordinate Claus?
- Result of optic overwork
- Couturier's creation
- Charlotte's sister
- Theater box
- Lisper's bane?
- Writ of recovery
- Sit loosely and awkwardly
- Nemesis of TV's Dukes
- Aves' flappers
- Lazy girl?
- Syrup source
- Freshwater fish
- ". . . not wisely, but ____"
- ". . . who lived in ____"
- ". . . wedding gift?"
- ". . . say"
- ". . . prying device"
- ". . . 'Deutschland Alles'"
- Safely extricated
- Tulsa spouter
- Bowery denizen
- Esne
- Applied NaCl
- Famed economist
- Edge
- In favor of
- Symbol of hardness
- Furlough
- Lacking depth
- "Hey, sailor!"
- Do nil
- were (so to speak)
- Male deer
- Within arm's reach
- Iowa county
- Spend the night
- College sports grp.
- ". . . man ____ mouse?"

LATE ARRIVALS



92 SHERLOCK HOLMES CONSULTING DETECTIVE GAME (from Sleuth Publications, 2527 24th St., San Francisco, CA 94110; \$20 plus \$2 postage) ★★ 45 M

This is the most ingenious and realistic detective game ever devised, and it can be played solitaire, cooperatively, or competitively. Players read about a crime in a Case Book, scour a facsimile of the London *Times* for background information, then—armed with map and directory—set off through 1886 London looking for clues. By paging through a Clue Book, you can visit the victim's office, a suspect's flat, Scotland Yard, or any of some 250 locations to which the trail may lead. Ten cases are provided, and the object is to solve the crimes in as few clue searches as possible.

93 DOMINATION (Milton Bradley, \$10.95) ★★ 30 M

Winner of the 1981 "Game of the Year" award in Germany (under the name Focus), this abstract battle involves the movement and stacking of pieces into towers. By maneuvering towers topped by your pieces onto other towers, you capture opposing pieces and create "reserves" that can enter the game anywhere. Short versions for three or four players are included, but the two-player game has the most depth.



94 ORDERLANDS (Eon Products, \$20) ★★ 90 M

vie for control of strate-
s that produce coal, iron,
umber, and horses. These
es can be combined to
boats, weapons, and cit-
a two-player game, this
se strategic conflict with
margin for error; when
four play, diplomacy
de are paramount.

95 BOUNTY HUNTER: Shoot-out at the Saloon (Game Designs, \$18.95) ★ 20 M

and Outlaw stalk each other, vying for position in a race to win increased skill, and fortune. As in Ace of Spades, each player has a book, page showing what his character sees at the time. Players choose their moves, communicate, and turn to new pages, as they're a showdown. In one set of books can play at a time for excellent multi-version.

GAMES 100



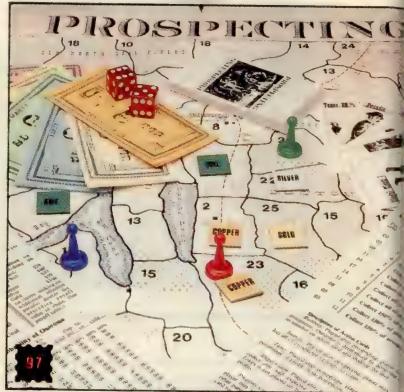
96 CRAZY CLIMBER (Bandai, \$55) ★

Watch out for falling flowerpots, closing windows, and bird droppings—hazards likely to concern anyone who scales a skyscraper. Joysticks control the climber's hands and feet, but his position on the screen is fixed—it's the building that moves. Once you get used to this, you'll see why the game has been among the most popular in the arcades. The sound effects are the best yet for a hand-held game.



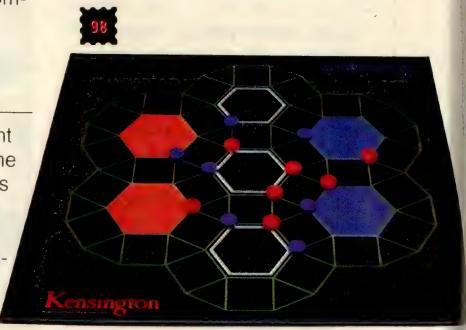
97 PROSPECTING (The Game Lab, \$19.95) ★★ 1 H

The more you invest, the better your chance of striking copper, silver, or even gold on your next dice roll. And if you manage to build a chain of adjacent mines of one type, you'll really make a bundle. But be careful; even the shrewdest speculator can fall prey to robbers, swindlers, and tax collectors. As viciously competitive as the real thing.



98 KENSINGTON (Samuel Ward, \$10) ★ 30 M

The positioning and movement of pieces is reminiscent of nine men's morris, but this game is more sophisticated. A player wins by forming a hexagon; however, he must first maneuver pieces into triangles and squares, gaining the right to reposition opposing pieces.



99 DAWN PATROL (TSR Hobbies, \$12) ★★★ 2 H

This handsome remake of *Fight in the Skies* allows players to stage battles with combinations of 60 different types of World War I aircraft. Maneuvering to fire at your opponent's weakest point may remind you of three-dimensional chess, but the Basic Game is not hard to learn. Optional rules add such considerations as weather, ground attacks, and rescuing downed pilots.

100 RUBIK'S RACE (Ideal, \$14.95) ★ 2 M

More than another attempt to exploit the Cube craze, this is an excellent and rather unusual game, in which two players slide tiles in a race to create specific 3x3 color patterns in the center of their boards. The patterns are generated by shaking up cubes in a device resembling a miniature Boggle set.



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GAMES 1

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Loop-the-Loops ★★

by Sid Sackson

A New Pencil-and-Paper Strategy Game for Two Players

Here is a brand new pencil game that is as elegantly simple as "Dots," "Battleships," and other old favorites. Find a friend to play it with, or enjoy the game solitaire using the puzzles at right.

Setting Up

On a piece of paper one player draws five loops that intersect each other as often as the player desires. (The example game and the three puzzles at right illustrate only a few of the nearly endless number of possible arrangements.)

The Play

The first player (chosen in any reasonable—or unreasonable—manner) starts at any intersection he chooses and draws a heavy, continuous black line along the loops past two intersections and ending at a third. At each intersection, he can continue on the same loop or switch to another. The second player starts his turn at the intersection reached by the first player, continues the line along the loops through two more intersections, and ends at a third. Players alternately continue the line in a similar fashion. No portion of a loop may ever be traced twice. (See the example starting game at right.)

Impasse

When the line reaches an intersection from which it can't continue, the player's turn ends even if he has not yet reached his third intersection. The other player may then begin at any free intersection he wishes.

Scoring

Each time a player completes a loop, he scores one point.

Winning

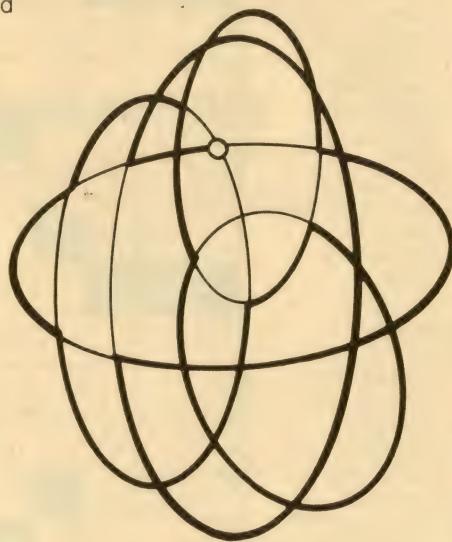
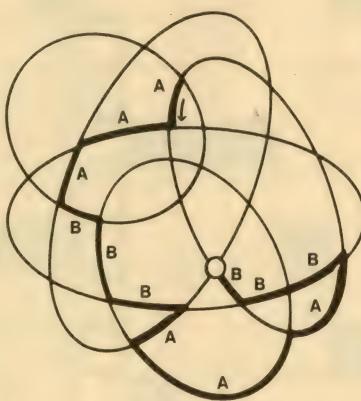
When all the loops have been completed, the high score wins. Three games constitute a match.

Variations

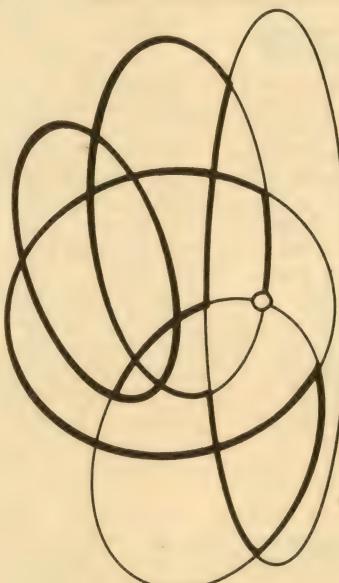
Loop-the-Loops can be made simpler or more complex by varying the number of loops in a game. If an even number of loops is used, the last one completed should score 2 points to avoid the possibility of a tie game.

Example The first two moves of players A and B (starting at the arrow) are indicated by letters and darker lines. Player A can now proceed in any of three directions from the circled intersection.

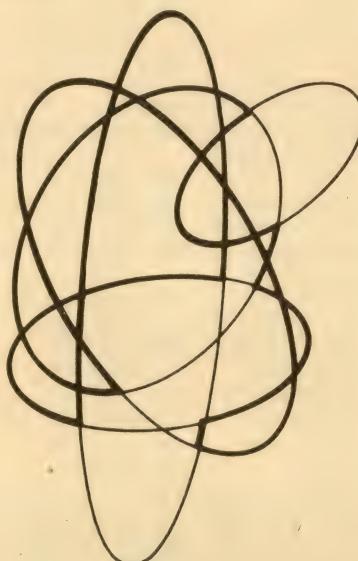
2. Medium Puzzle It's your move from the circled intersection. Only one play will guarantee you a win. What is it?



1. Easy Puzzle Your opponent has completed the small loop and leads 1-0. It's your move, from the circled intersection. What's the winning play?



3. Hard Puzzle Your opponent's last turn was blocked, so you can start your move at any intersection you choose. It should be easy to win. But with the right play, you can get all five loops for yourself. What's the next move for a shutout?



Cryptic Crossword ★★

by Gary Disch

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some sample clues:

"Animal doctor is terribly naive trainer (12)." This is an example of an anagram clue. The word "terribly" suggests jumbling the letters of the adjacent words NAIVE TRAINER, to get the answer, VETERINARIAN (defined as "animal doctor"). An anagram clue always contains a word or phrase (like "crazy" or "in a heap") that suggests mixing or poor condition.

"Facial hair has to hurt (8)." Here you must join two short words to form the answer. "Has to" is MUST, "hurt" is ACHE, and the combination, MUSTACHE, is defined as "facial hair." This is known as a charade clue.

"It is held by a light brown giant (5)." The word IT is literally held by the word TAN ("a light brown") to form the answer, TITAN ("giant"). This is called a container clue.

"Monarchs in hiking shoes (5)." The answer, KINGS ("monarchs"), is literally found in the letters of "hiking shoes." This is an example of a hidden word.

"Open hot dog (5)." This is the most straightforward type of cryptic clue, since the answer is merely defined twice. The answer FRANK means both "open" and "hot dog."

Other tricks of solving have been explained in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

ACROSS

- 1 Spyglasses let cops see rioting (10)
- 6 Pain in vampire's back (4)
- 9 Onset of legal age, with right to obtain beer (5)
- 10 Set aside for me a darker ensemble (9)
- 12 SOS—Pope stubbornly offers resistance (7)
- 13 Sailboat in shallow waters, heading west (5)
- 15 Fussed over codes set incorrectly (8)
- 17 Small-time weapon is something quite insignificant (6)
- 19 Brigade's leader survives explosions (6)
- 21 Lobbied against coarse, rude cads (8)
- 23 Go mad breaking a rule (5)
- 24 Throws in the towel to rock singers? (7)
- 27 Authentic tribal dancing in victory formation (9)
- 28 Proper actor holds musical performance (5)
- 29 Travelled a short distance east (4)
- 30 A variety of statements in covenants (10)

DOWN

- 1 Ring tax (4)
- 2 Armies, for example, surrounded by lions (7)
- 3 Quarrel for a bit (5)
- 4 Manages from abroad, by the sound of it (8)
- 5 Noblemen will have most of the jewels (5)
- 7 Imitation of a striptease? (7)
- 8 Covers for the garden plots—torn drapes (10)
- 11 Declares, by emphasis, one upheaval (7)
- 14 Nautical sportsman drives recklessly around Castro's land (5,5)
- 16 Pull out additional empty bed (7)
- 18 She's embraced by an imp of the most impudent sort (8)
- 20 Seeing red in orange-red? (7)
- 22 Observe scattered cinders (7)
- 24 Country bumpkin has 50 in foreign currency (5)
- 25 A married man makes a stable worker (5)
- 26 Last of meal eaten by Dad's friends (4)

Warm-Up Puzzle for New Solvers ★

With detailed explanations in Answer Drawer, page 88

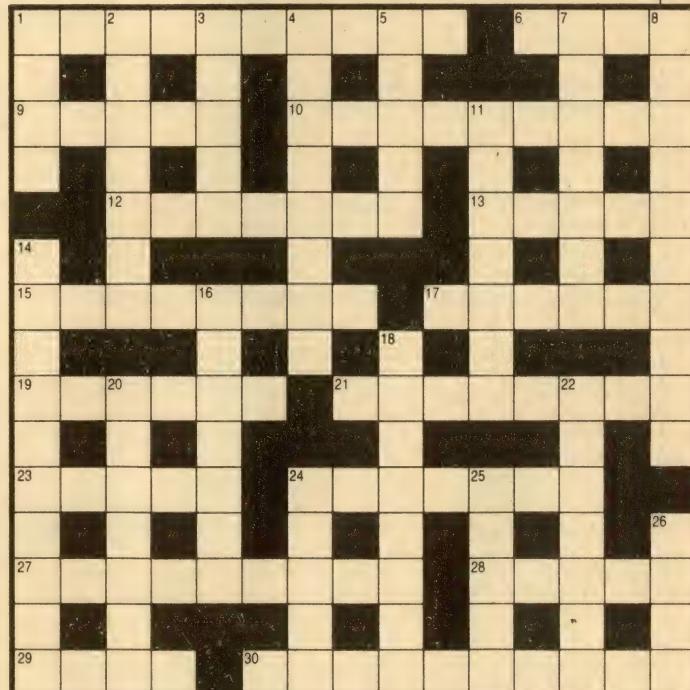
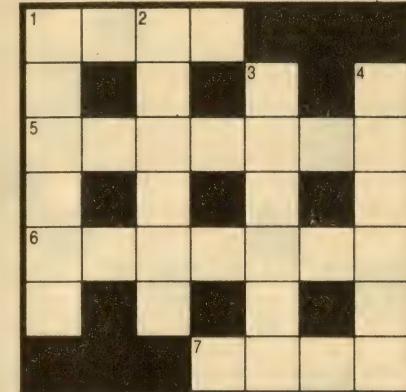
by Emily Cox and Henry Rathvon

ACROSS

- 1 Grizzly with beard trimmed (4) *curtailment*
- 5 Song contains joke from newspaper (7) *container*
- 6 A jazz group on leave (7) *charade*
- 7 Bambi, e.g., returned for some grass (4) *reversal*

DOWN

- 1 Clobbered bantam superhero (6) *anagram*
- 2 In Japan I'm a little beast (6) *hidden word*
- 3 Ice cream dish for the Sabbath, you say? (6) *homophone*
- 4 Wrote in a sty (6) *second definition*



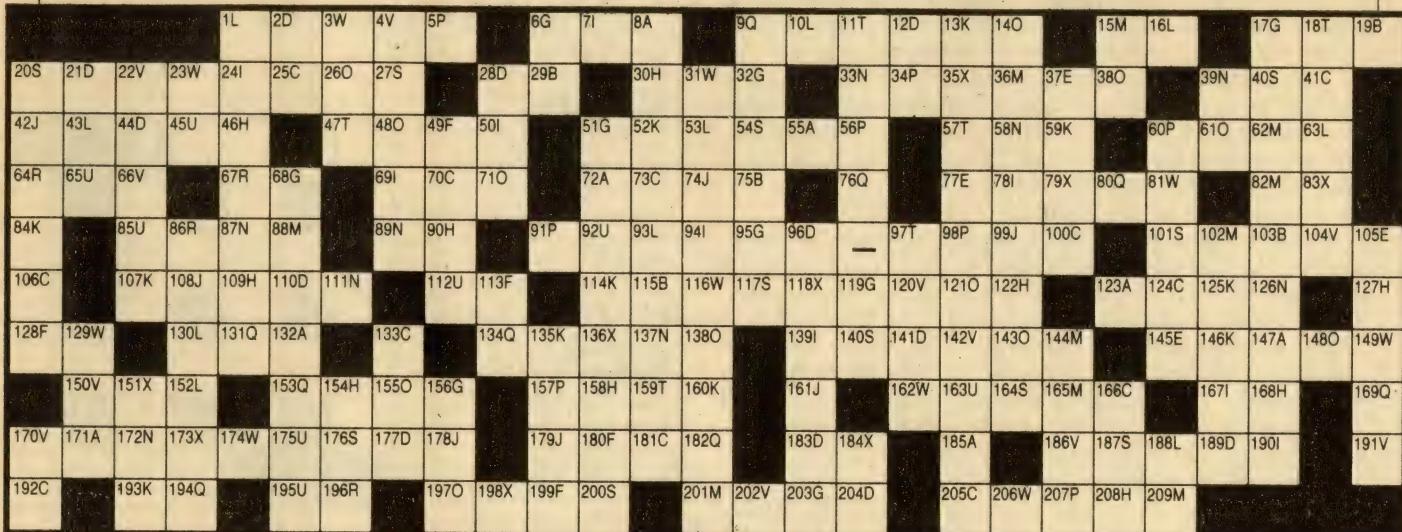
Answer Drawer, page 96

Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 93*



A. In an irregular manner	55	185	72	171	8	123	147	132	M. Warmonger	15	36	62	82	88	102	144	165	201	209	
B. "Be Prepared," for example	19	29	75	103	115				N. Possession, legally	89	39	58	126	87	137	111	172	33		
C. Amazement	133	205	192	41	100	124	106	73	O. Albany is its capital (3 wds.)	121	143	197	14	48	71	148	138	38		
																	155	26	61	
D. Festivity, friendliness	110	2	96	12	183	177	141	44	21	P. Great Depression area (2 wds.)	5	34	56	60	91	98	157	207		
										Q. Commendations for outstanding service	9	76	80	131	153	169	194	182	134	
E. M*A*S*H star Loretta	37	77	105	145					R. How much an owl cares?	64	67	86	196							
F. Drags along	128	180	49	199	113				S. Curry favor with the teacher (hyph.)	140	20	101	200	117	187	54	164	176	27	
G. Original pattern or model	203	68	17	119	95	156	6	51	T. Destruction by drowning	11	18	47	57	97	159				40	
H. Evening worker's stint (2 wds.)	168	208	122	158	127	46	154	109	90	U. Deprive of hope	45	65	85	163	112	92	195	175		
I. Soil excavation or embankment	24	167	50	190	69	139	7	78	V. Restrictions, bounds	4	22	66	120	142	150	202	191	104		
J. Clint Eastwood's TV series	42	74	99	108	161	179	178		W. Sugar-coated phrases	129	3	206	31	81	23	174	162	116	149	
K. Ineptitude	84	107	125	135	146	52	59	160	13	X. Canine movie star (3 wds.)	35	79	83	118	136	151	184	198	173	
L. Southern tree	16	43	63	188	93	1	130	10	53											

Bowl-A-Word ★★ by Boris Randolph

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UNSA1

SPARE

2 Marriage partner
3 Read
1 Blunt

STRIKE

USE
Hand-clapping

USE
High-rise suite

YOUR
SCORE

FOLD THIS PAGE

The World's

berry
d

by Stephanie
Spadaccini

and the next two pages has two inde-
; "Hard" and "Easy." First, fold this
line so the clues below face the
3. If you use only the Hard Clues (ap-
tinuing under the grid), you'll find the
challenging. If you need help, or prefer
e, open to the Easy Clues (tucked in
page 62). Remember, to peek or not

★★★

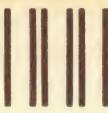
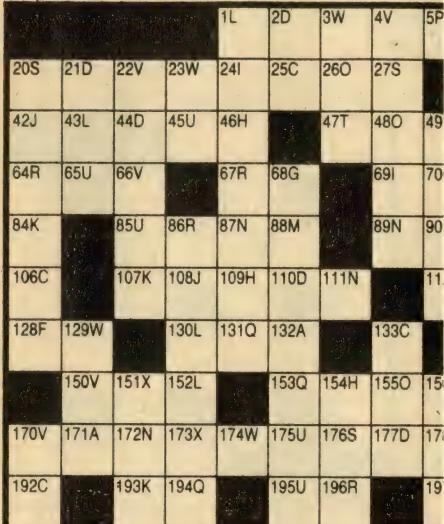
Lt. Columbo's employer
Wood used by the Maori
Zuider, e.g.
Ann Sheridan quality
Ann Landers's sis
French surrealist Hans
Prop for *The Ox-Bow Incident*
—Württemberg (German state)
Feature of the previous clue
Moray White water
Deacon Jones, notably
S, to Socrates
Thyroid projection
10th-century German king
Consumed Mead
Not gross Leftover
Nerve tissue components
Nondrinkers: Abbr.
Papers for eds. In one's rooting section
Their, in Thenon Year in Julius
II's papacy
Patriot's song
Franklin's 1936 foe
Williamson, of *The Seven-Percen*
Cent Solution
365 dias
"So ___ me!"
Cool
Kreskin's display
From scratch

110 Richard Harris role, 1967
114 Deadly carrot
116 Wee wee
117 Skirt of the '60s
118 Way into a bldg.
119 Let's twist again?
120 Papas of Z
121 Street cry in Rome
123 R.N.'s forte
125 Recent paperback bestseller
128 *Happy Days*' Potsie
129 Deli request
130 Taradiddles
131 ___ tu cavejo: Horatio
132 Seeds
134 English county
135 Sample, in a way
138 Understood
139 *Winterlich* sign
142 Indian, e.g.
144 Wrestling room flooring
146 Famed NYC concert hall
149 Decathlon winner, 1912
150 Hold forth
153 Debate subjects
154 New York city
155 Detroit labor grp.
156 Mediterranean seaport
158 Unpretentious
160 High pts.?
161 Legal wrong
162 What Good Fairies do
166 Classic western
169 Shriver, to his friends
170 Ages

Double Cross ★★

by Michael Ashley

Answer the clues for words to be enclosed in dashes. Then transfer the letters on the correspondingly numbered squares in the quotation reading from left to right.



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A. In an irregular manner

55 185 72 171

B. "Be Prepared," for example

19 29 75 103 1

C. Amazement

133 205 192 41 1

D. Festivity, friendliness

110 2 96 12 1

E. M*A*S*H star Loretta

37 77 105 145

F. Drags along

128 180 49 199 1

G. Original pattern or model

203 68 17 119

H. Evening worker's stint (2 wds.)

168 208 122 158 1

I. Soil excavation or embankment

24 167 50 190

J. Clint Eastwood's TV series

42 74 99 108 161 179 178

K. Ineptitude

84 107 125 135 146 52 59 160 13

hope 45 65 85 163 112 92 195 175

V. Restrictions, bounds 4 22 66 120 142 150 202 191 104

170 186

L. Southern tree

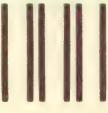
16 43 63 188 93 1 130 10 53 152

114 193

W. Sugar-coated phrases 129 3 206 31 81 23 174 162 116 149

35 79 83 118 136 151 184 198 173

X. Canine movie star (3 wds.)



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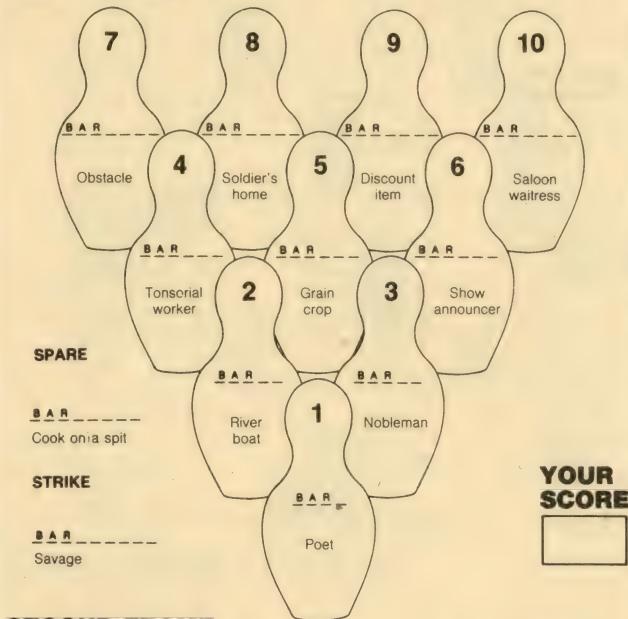
Bowl-A-Word ★★ by Boris Randolph

If you're good with words, this puzzle should be right up your alley. Each of the two frames below contains 12 words to be guessed from the clues, one for each of the 10 pins, and bonus words for a "spare" and a "strike." The longer the word, the more points it scores (see "scoring" below). A perfect game for each frame means you're bowling 300. In the first frame all answer words begin with BAR; in the second all answers end with USE. If any of the clues strike you as too hard, you can spare yourself torment by checking the Answer Drawer, page 93.

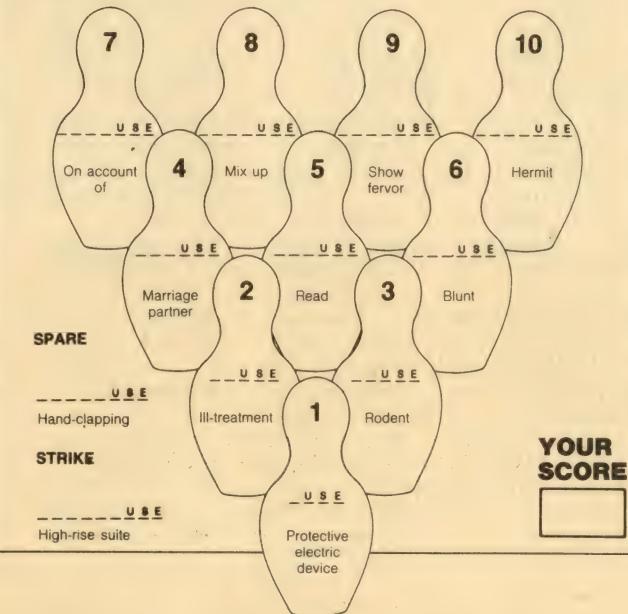
SCORING

Strike	60 points
Spare	40 points
Pins 7-10	25 points each
Pins 4-6	20 points each
Pins 2-3	15 points each
Pin 1	10 points

FIRST FRAME



SECOND FRAME



The World's Most Ornery Crossword

by Stephanie Spadaccini

Hail to the Chiefs

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 63. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you need help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 62). Remember, to peek or not to peek is up to you.

Hard Clues ★★

ACROSS

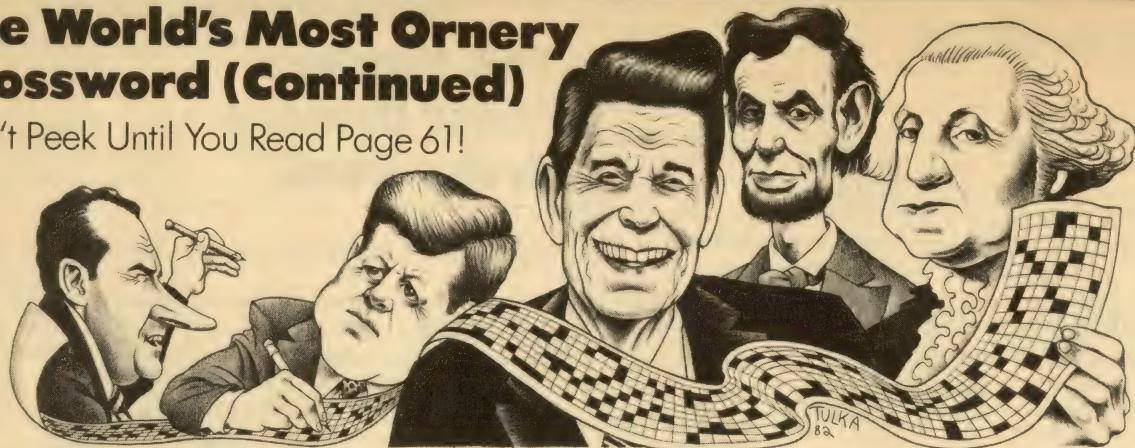
1 TV taper
4 Native's no-no
8 "Waterloo"
12 Statistician's amts.
16 "Mountain" moonshine
19 "____ got plenty o' nuttin' . . ."
20 Caboose, in a way
21 Swashbuckler scenes
23 A couple of laughs
24 Riot squad's weapons
26 Calypso gear
28 Fashion fad of the early '70s
31 Like cock and bull?
32 Cry on the set
34 Injury
35 Mock
36 "____ flown around the world . . ."
37 Caesar's co-star
38 Like members of the *corps de garde*
40 "Rubbish!"
42 Richard Chamberlain role, 1973
44 Cleaner, commercially
47 Franklin's 1936 foe
48 Williamson, of *The Seven-Percen* *Cent Solution*
49 365 dias
50 "So ____ me!"
51 Cool
52 Kreskin's display
55 From scratch

57 Lt. Columbo's employer
59 Wood used by the Maori
60 Zuider, e.g. singers
61 Ann Sheridan quality
65 Ann Landers's sis
72 French surrealist Hans
73 Prop for *The Ox-Bow Incident*
74 ____-Württemberg (German state)
75 Feature of the previous clue
76 Moray
78 White water
80 Deacon Jones, notably
81 S, to Socrates
82 Thyroid projection
84 10th-century German king
85 Consumed
86 Mead
87 Not gross
88 Leftover
89 Nerve tissue components
91 Nondrinkers: Abbr.
94 Papers for eds.
95 In one's rooting section
96 Their, in Thelon
98 Year in Julius II's papacy
99 Patriot's song
102 ____ after my own heart
104 Called, in Caen
105 Some records, for short
108 Rock grp. that recorded "I'm Alive"
109 Computer operator
110 Richard Harris role, 1967
114 Deadly carrot
116 Wee wee
117 Skirt of the '60s
118 Way into a bldg.
119 Let's twist again?
120 Papas of Z
121 Street cry in Rome
123 R.N.'s forte
125 Recent paperback bestseller
128 *Happy Days*' Potsie
129 Deli request
130 Taradiddles
131 ____ *tu cavejo*: Horatio
132 Seeds
134 English county
135 Sample, in a way
138 Understood
139 *Winterlich* sign
142 Indian, e.g.
144 Wrestling room flooring
146 Famed NYC concert hall
149 Decathlon winner, 1912
150 Hold forth
153 Debate subjects
154 New York city
155 Detroit labor grp.
156 Mediterranean seaport
158 Unpretentious
160 High pts.?
161 Legal wrong
162 What Good Fairies do
166 Classic western
169 Shriver, to his friends
170 Ages

The World's Most Ornery Crossword (Continued)

Don't Peek Until You Read Page 61!

ILLUSTRATIONS BY RICK TULKA



Easy Clues ★

ACROSS

- 1 Videotaping machine: Abbr.
- 4 Tribal ban
- 8 Swedish rock group
- 12 %'s: Abbr.
- 16 Morning moisture
- 19 "____ wish I were . . .": 2 wds.
- 20 Bring up the ____ (come in last)
- 21 Swordfights
- 23 Sounds from Santa
- 24 Waters the garden
- 26 Skin divers' apparel: 2 wds.
- 28 Coat named for Ike: 2 wds.
- 31 ♂
- 32 Slice
- 34 Wound
- 35 Scoff
- 36 "____ been to London to see . . ."
- 37 Comedienne Imogene
- 38 Wide-awake: Fr.
- 40 Nonsense
- 42 One of the Three Musketeers
- 44 Electric cleaner: 2 wds.
- 47 Mr. Landon
- 48 Actor Williamson
- 49 Spanish "year"
- 50 "A Boy Named ____" (Johnny Cash song)
- 51 With it
- 52 Sixth sense: Abbr.
- 55 Anew
- 57 Sgt. Friday's squad: Abbr.
- 59 Pro ____ (proportionately)
- 60 Final letter
- 61 Sex appeal
- 65 Dear Abby: 2 wds.
- 72 Artist Hans (PAR anag.)

73 Hangman's rope

74 Half of a famous spa city

75 Diacritical mark (MUTUAL anag.)

76 Snaky fish

78 Ride the waves

80 Taurus : bull : : Aries :

81 "The Sweetheart of ____ Chi"

82 Knob on the neck

84 Holy Roman emperor (HOOT anag.)

85 Snacked

86 Meadow, poetically

87 Butterfly catcher

88 Take it easy

89 Nerve cells (ONE RUNS anag.)

91 Teletype machines: Abbr.

94 Authors' works: Abbr.

95 "Tea ____ Two"

96 French pronoun (ESS anag.)

98 Roman 1505

99 The USA, familiarly

102 "Walk Like ____"

(Four Seasons song): 2 wds.

104 Called: Fr.

105 Extended play records: Abbr.

108 Xanadu rock group: Abbr.

109 Employer

110 Camelot's ruler: 2 wds.

114 European herb (RAIDS anag.)

116 Diamond ____

117 Short skirt

118 Exit's opposite: Abbr.

119 Flex again

120 Actress Dunne

121 Abzug, of politics

123 Careful protection: Abbr.

125 Best-selling cartoon cat book: 3 wds.

128 Actor Williams, of *Happy Days*

129 Kind of whiskey or bread

130 Tells a whopper

131 That: Lat.

132 Descendants (SONICS anag.)

134 TV Tarzan Ron

135 Take a nip

138 "I've ____ You Under My Skin"

139 Ice: Ger.

142 Sea

144 Tiny rug

146 New York rock concert hall: 2 wds.

149 Football legend Jim

150 Make a speech

153 ____ and Answers

154 Helen of ____

155 Detroit labor union: Abbr.

156 Algerian city (ROAN anag.)

158 Unassuming

160 Whitney and McKinley: Abbr.

161 Wrongful act, in law

162 What genies traditionally do: 3 wds.

166 Cooper-Kelly western: 2 wds.

169 Beetle Bailey's boss

170 Ages and ages

171 January: Sp.

172 Ronny Howard's *Andy Griffith Show* role

173 Depression agency: Abbr.

174 Radical campus group: Abbr.

175 Ham, lamb, or Spam

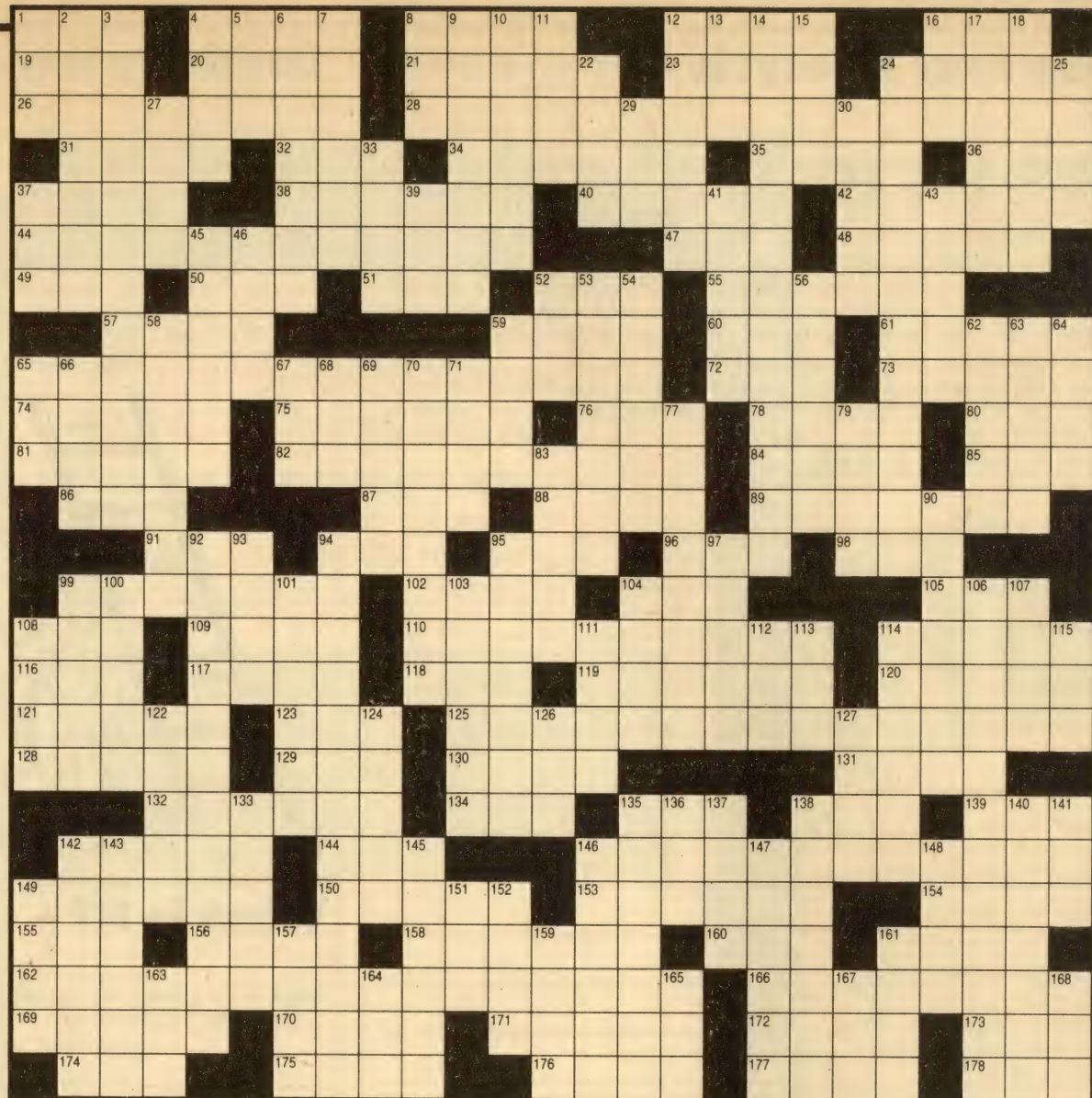
176 Once, old-style

177 Unit of force

178 "On your mark, get ____ . . ."

DOWN

- 1 Swear
- 2 The man in ____ : 2 wds.
- 3 Kris Kristofferson's ex: 2 wds.
- 4 Factual
- 5 ___, O, U
- 6 Garage for the Batmobile
- 7 Actress Andress
- 8 Citrus drink
- 9 Erected: 2 wds.
- 10 Be worthy of
- 11 Tavern orders
- 12 Sound: Suffix (OH, PAIN anag.)
- 13 Heifer, eventually
- 14 Spin-off from *All in the Family*: 2 wds.
- 15 Ticked off
- 16 Holliday, of the old West
- 17 Igloo inhabitant
- 18 Boll pest
- 22 In a ____ (upset)
- 24 *Blade Runner* star: 2 wds.
- 25 French holy women: Abbr.
- 27 East European
- 29 Not vert. or diag.
- 30 Prophetess Dixon
- 33 Georgia ____ (southern school)
- 37 Half a Latin dance
- 39 Regret
- 41 Public square
- 43 Sneeze sound
- 45 Spain, in Spanish
- 46 Nureyev, to friends
- 52 Corn spike
- 53 More precipitous
- 54 Wall sections
- 56 Fame
- 58 One belonging to the same time period
- 59 ____ Lee, of TV
- 62 Actress Erin, of *Happy Days*
- 63 They precede SATs: Abbr.
- 64 Deep-red pigment (somewhat EPHEMERAL?)
- 65 Not present: Abbr.
- 66 Dip water out of a boat
- 67 ____ Nova, Brazil (partly VALUABLE?)
- 68 Veterinarian's degree: Abbr.
- 69 Alda and Arkin
- 70 One christened after another
- 71 "Pike's Peak or ____"
- 77 Leaves well enough alone: 3 wds.
- 79 Baba au ____
- 83 Fork part
- 90 Invaded
- 92 Breakfast at Tiffany's author: 2 wds.
- 93 "____, señor!": 2 wds.
- 94 Norma Jean Baker's screen name: 2 wds.
- 95 Small western deer
- 97 One of the Kennedys
- 99 1979 hit space film
- 100 Gangsters' girls
- 101 Middle: Prefix
- 103 Make the rounds at a party
- 104 Eins, zwei, ____
- 106 Early autos: 2 wds.
- 107 Vocalized
- 108 Napoleon's place of exile
- 111 Sounds from Annie's Sandy
- 112 And: Ger.
- 113 Abbr. on a vitamin bottle
- 114 Add water
- 115 Espy
- 122 Booby-prize winner
- 124 Actor Romero
- 126 Actor Alejandro
- 127 God of thunder
- 133 Unmoving
- 135 Zsa Zsa and Eva, e.g.
- 136 They: Fr.
- 137 "... thumb, and pulled out a ____ . . ."
- 138 Like a rumormonger
- 140 Chemical form
- 141 Piggy place
- 142 Tara family
- 143 Yellowbelly
- 145 Least wild
- 146 Singer Eddie
- 147 Modus operandi
- 148 English prep school
- 149 Pulls along
- 151 Kind of truck
- 152 Actress Adams
- 157 Throat-clearing sound
- 159 Anglo-Saxon laborer (SEEN anag.)
- 161 Quaker's "you"
- 163 Rejection ratings: Abbr.
- 164 Spanish queen (in the SENATE?)
- 165 Drunkard
- 167 Possible drink for 165-Down
- 168 ____ King Cole



Hard Clues (cont'd)

Answer Drawer, page 92

171 Month before **febrero**
 172 Sheriff Taylor's little boy
 173 Part of FDR's "alphabet soup"
 174 Mark Rudd's grp.
 175 Gist
 176 Once, long ago
 177 1/100,000 newton
 178 Ready

DOWN

1 Promise
 2 Balloon, to Niven
 3 "Higher and Higher" singer
 4 Just
 5 First three of a fivesome
 6 It's under the Wayne mansion
 7 Author Le Guin
 8 Lime water?
 9 Increased
 10 Fit with etiquette
 11 Toby fillings
 12 Speech disorder: Suffix
 13 Intimidate
 14 Long-running sitcom
 15 Tender
 16 Grumpy cohort?
 17 Nanook, for one
 18 Snout beetle
 19 Agitated state
 20 He played Indiana Jones
 21 Agathe *et* Therese: Abbr.
 22 Ruthenian, e.g.
 23 Science akin to chron.
 24 U.N. ambassador Kirkpatrick
 25 Vo-____ school

37 Chinese tea
 39 French way
 41 Home for Eloise
 43 It precedes "Gesundheit!"
 45 Miguel's homeland
 46 Fashion designer Gernreich
 52 Pitcher part
 53 More costly
 54 Seminar groups
 56 Name
 58 Contemporary
 59 Lee, of *Pantomime Quiz*
 62 Gangster Bugsy
 63 College Board prep tests
 64 Iron-rich pigment
 65 Members of the U.S.N.
 66 Cricket stick
 67 Hou (Hawaiian peak)
 68 Dr. for Dobbins
 69 King and Lerner
 70 Junior, to Senior
 71 Bankrupt
 77 Doesn't interfere
 79 Lille liquor
 83 Plug half
 90 Swamped
 92 *In Cold Blood* author
 93 Acapulco affirmatives
 94 Mrs. DiMaggio, 1954
 95 Pigeon breed
 97 Lucy's partner in crime
 99 Outlander
 100 Flanders et al.
 101 Not latero
 103 Mix
 104 Teutonic "three"
 106 Contemporaries of the Reo
 107 Warbled
 108 Mediterranean island
 111 Recent Broadway sounds
 112 *Hansel* ____ *Gretel*
 113 Vitamin amt.
 114 Make fainter
 115 Comprehend
 122 Clunker
 124 Mr. Chavez
 126 King of Spain
 127 Author Heyerdahl
 133 Motionless
 135 De Palma film
 136 Paris pronoun
 137 Windfall
 138 Like beauty parlor talk
 140 Deuterium to hydrogen, e.g.
 141 Hovel
 142 Maureen and John

143 *Hay Fever* playwright
 145 Most docile
 146 Carrie, of *Star Wars*
 147 Style of acting
 148 Collarless jacket
 149 Riverboats
 151 Pull
 152 Friend of Andy Warhol
 157 Attention-getter
 159 Early English peasant
 161 Fifth word of 99-Across
 163 O.K. opposites
 164 Crossword queen
 165 Dipso
 167 Broadway's *The* ____ Game
 168 Slave leader Turner

In the Last Analysis ★★ by GAMES Readers

The "Equation Analysis Test," which we first published in May/June 1981, has shown remarkable staying power—which both pleases and surprises us. Our original set of 24 equations is still being picked up and reprinted in the nation's press (*Us* magazine, for example, featured it in a review of "Who's Hot in 1982"), and original equations by GAMES readers have been pouring in since our followup E.A.T. and story in May/June of this year.

Nevertheless, this third E.A.T. will be the last. The 25 equations below, the best of those submitted by readers, probably exhaust the reasonable possibilities of this puzzle in its current format. But fear not: The puzzle will reappear soon, in a new format and with a fresh twist, so stay tuned.

How to solve: Each equation below contains the initials of words that are needed to complete it. Find the missing words. For example, $36 = I.$ in a $Y.$ would be $36 = \text{Inches in a Yard.}$

Answer Drawer, page 95

1. $20 = Q.$ (A., V., or M.) _____
2. $10 = L.I.$ _____
3. $7 = Y.$ of B.L. for B. a M. _____
4. $3 = P.$ into which A.G. was D. _____
5. $2,000 = P.$ in a T. _____
6. $4 = S.$ on a V. _____
7. $76 = T.$ that L. the B.P. _____
8. $2 = G.$ of V. _____
9. $3 = L.K.$ that L.T.M. _____
10. $18\frac{1}{2} = M.E.$ from the W.T. _____
11. $1 = R.A.$ in E.B. _____
12. $20 = C.$ in a P. _____
13. $6 = P.$ on a P.T. _____
14. $66 = B.$ of the B. (in the K.J.V.) _____
15. $9 = J.$ of the S.C. _____
16. $10 = D.$ in a T.N. (including the A.C.) _____
17. $7 = D.$ with S.W. _____
18. $30 = S.$ over T. _____
19. $8 = D.$ a W. (in the B.S.) _____
20. $15 = M.$ on a D.M.C. _____
21. $4 + 20 = B.B.$ in a P. _____
22. $9 = S.$ in T.-T.-T. _____
23. $3 = S.Y.O.$ at the O.B.G. _____
24. $5 = T.$ on a C. (including the S. in the T.) _____
- Bonus: _____
25. $0 = M.$ _____

Laddergram ★★

It takes seven steps to connect the word CLIMB to STEPS, changing one letter at a time and creating a new word on each rung of the ladder. How can it be done? Each rung must contain a common, uncapitalized English word. Example: To connect COLD to WARM in four steps you would write COLD, CORD, WORD, WARD, and WARM.

Answer Drawer, page 93

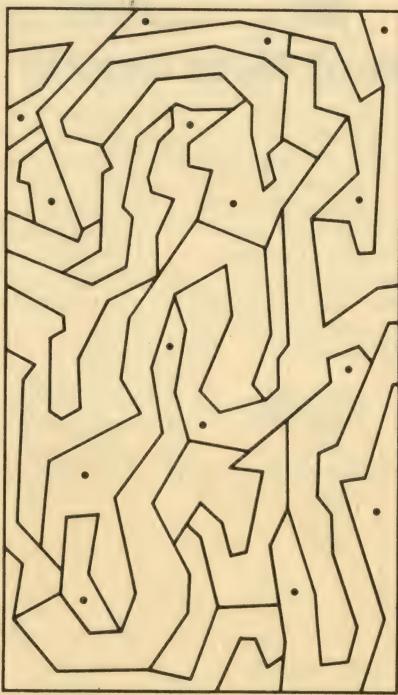


ILLUSTRATION BY DAVID SUTER

What Is It? ★

Black in the spaces that contain dots to reveal the hidden picture.

Answer Drawer, page 95



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How to solve: Each equation below is to be completed. Find the missing word. $36 = \text{Inches in a Yard.}$

1. $20 = Q.$ (A., V., or M.) _____

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14. $66 = B.$ of the B. (in the K.J.) _____

15. $9 = J.$ of the S.C. _____

16. $10 = D.$ in a T.N. (including 1) _____

17. $7 = D.$ with S.W. _____

18. $30 = S.$ over T. _____

19. $8 = D.$ a W. (in the B.S.) _____

20. $15 = M.$ on a D.M.C. _____

21. $4 + 20 = B.B.$ in a P. _____

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23. $3 = S.Y.O.$ at the O.B.G. _____

24. $5 = T.$ on a C. (including the S. in the T.) _____

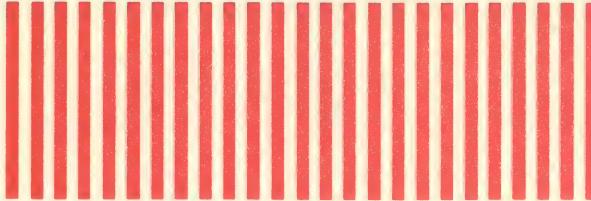
Bonus:

25. $0 = M.$ _____

Laddergram ★★

It takes seven steps to connect the word CLIMB to STEPS, changing one letter at a time and creating a laddergram.

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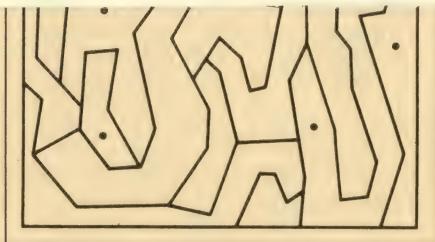
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A QUIZ TO BRING OUT THE BEAST IN YOU ★

BY ADELE HOFFMEYER

Grab your safari hats and don your desert boots—we're taking a trek into the wild kingdom of animal trivia. Our menagerie of questions is all about animals, from mythological beasts to primetime pets. Are you game enough to try it?

Answer Drawer, page 88

1. In 1972, the United States received two pandas as a gift from the People's Republic of China. Can you name them?
2. Grover Cleveland once served as mayor of a town named for what animal?
3. On *The Muppet Show*, Kermit's side-kick is a scruffy stand-up comedian and part-time master of ceremonies. What's his name and what kind of animal is he?
4. Can you name the chimp who, in 1961, made the first space voyage under the U.S. flag?
5. Remember L.B.J.'s prized pair of beagles? The ones he loved to yank up by their ears? Can you name them?
6. Charlton Heston starred in a 1967

movie in which apes rule the earth. This sci-fi classic spawned four sequels: Can you list all five ape movies?

7. James Stewart once co-starred with a 6' 1 1/2" invisible rabbit. Stewart played Elwood P. Dowd; what was the rabbit—and the movie—called?
8. Ted Williams has done battle with it, Bucky Dent overcame it, and even Little Leaguers have heard tell of the Green Monster. What is this beast and where can it be found?
9. Some people might walk a mile for the creature on a pack of Camels, but most don't know that he has a name. Do you know it?
10. The Three Stooges became world famous with their rough-and-tumble slapstick, and their theme song makes an appropriate comment on their "animal" act. The name of the song?

11. Sure, cats have kittens and dogs have puppies, but can you match each mom with these more exotically named offspring?

a. bird	1. poult
b. frog	2. joey
c. swan	3. nestling
d. kangaroo	4. tadpole
e. turkey	5. cygnet

12. Fans of the Sunday funnies may remember that mismatched duo, Mutt and Jeff, but we'll bet not many know Mutt's full name. Do you?

13. President Reagan received an Arabian steed as an inaugural gift from President Portillo of Mexico. What is its name—and color?

14. There's probably not a child among us who's forgotten Charlotte, the kind and clever spider of *Charlotte's Web*; but how about the names of her cronies, the pig and the rat?

15. What combinations of man and beast form these mythological animals? centaur, harpy, minotaur

16. Where can a picture of the American Great Seal most commonly be found?

ILLUSTRATION BY RENEE KLEIN



Veterans

17. All of these animals were or are primetime pets. Can you match the creatures with their respective owners?

a. Daisy	1. Timmy
b. Mr. Ed	2. Mike, Robbie, and Chip
c. Flipper	Douglas
d. Fred (cockatoo)	3. Dagwood
e. Tramp	4. Wilbur Post
f. Lassie	5. Sandy and Bud Ricks
	6. Tony Baretta

18. Mary O'Hara wrote the book, and Ken McLaughlin rode the horse in the TV series. Can you name the stallion in question and the ranch where it all happened?

19. Which animal actor immortalized "9-Lives" cat food?

20. You're cruising down the highway, and this message comes over your CB: "Watch out, bear cave ahead." What should you be looking for?

21. Remember Herman, Lillie, Grandpa, and Eddie of that fun-loving TV family, the Munsters? What was their home address?

22. A zoo-full of animals have been celebrated in song. Can you name the creatures that belong in these titles?

- a. "The _____ Sleeps Tonight"
- b. "Ain't Nothing But a _____"
- c. "Disco _____"
- d. "Tie Me _____ Down"
- e. "_____ Rock"
- f. "Rock _____"
- g. "I Am The _____"
- h. "Puff the Magic _____"
- i. "_____ _____" (by the Everly Brothers)

23. *Travels with Charlie* was, in part, John Steinbeck's tribute to an unusual pet, but can you tell us what kind—and what color?

24. Who was the bearded prospector often in conflict with Bugs Bunny?

25. This storybook character, created by A.A. Milne, became one of the most famous teddy bears ever known. Can you name him? His owner?

26. What was Buster Brown's dog's name and where did he live?

27. On September 23, 1952, one little pup caused quite an uproar and even had a speech named after him. Can you recall his name, his breed, and his owner?

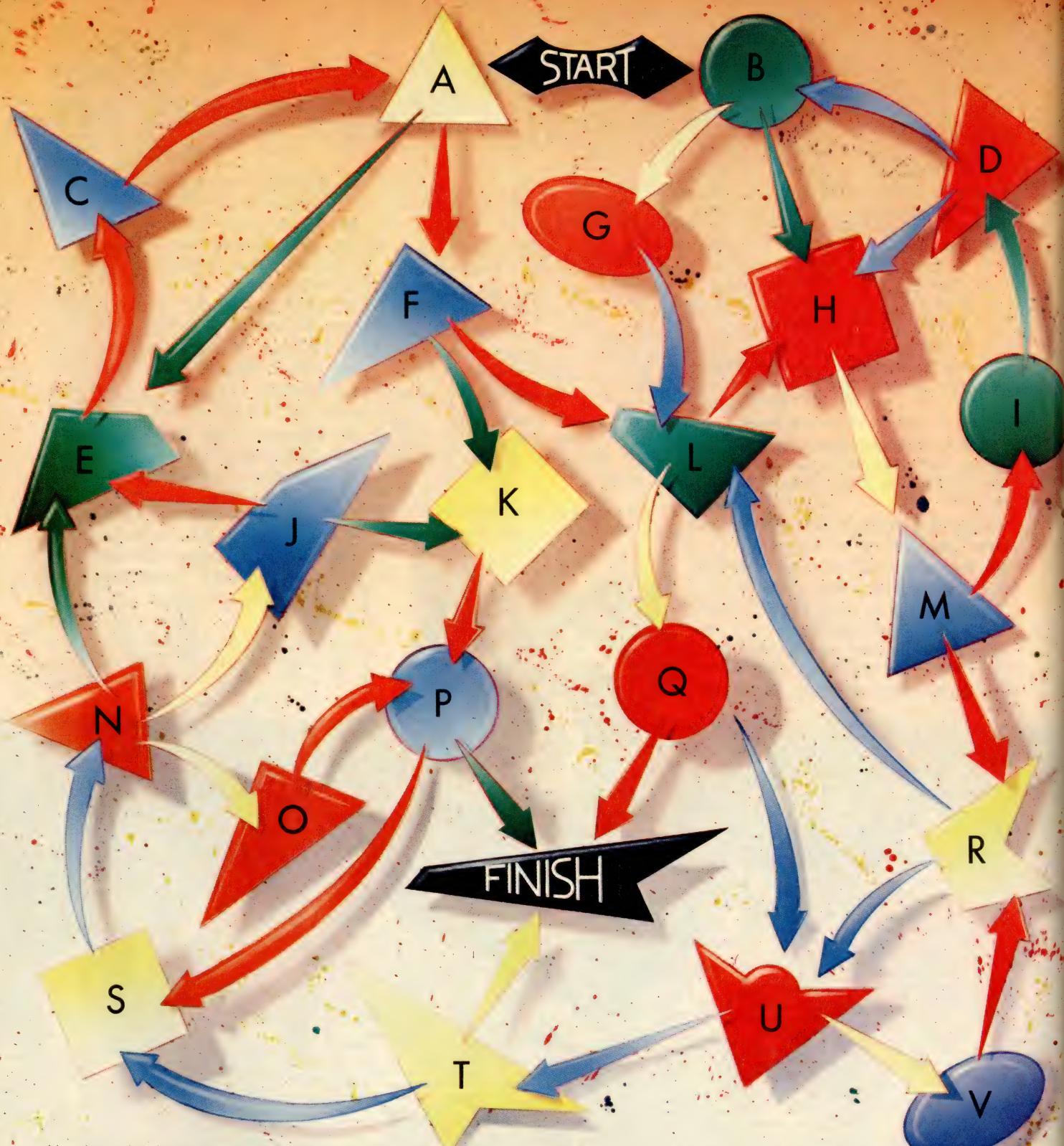
28. This big bird got his start "playing" with the San Diego Padres, but was fired for appearing without his sponsor's vest. What's his real name?

29. No, this isn't roll call at the Museum of Natural History; it's the roster of the National Football League. Can you identify the home towns of these teams?

Falcons	Lions
Colts	Rams
Bears	Eagles
Broncos	Cardinals
Dolphins	Seahawks

30. Who is Patty Cake?





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lowed by A to F). You do not have to move the pencils alternately; either pencil may make several moves in a row if arrow colors permit. Moves may be made only in the directions that the arrows point. The object is to get either one of your pencils to the Finish.

Answer Drawer, page 93

ABBOTT'S TERRIBLE COLOR MAZE

BY ROBERT ABBOTT



Robert Abbott is a game inventor. Two of his games, Eleusis and Epaminondas, were described in previous issues of GAMES.

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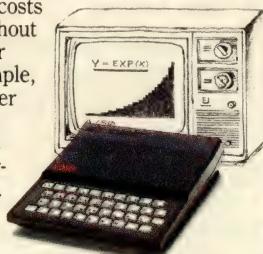
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THE TEMPLE OF HANOI

AN OLD PUZZLER WITH A NEW TWIST

BY ROBERT NEALE

★★★



Here is an update of a popular nineteenth-century puzzle. The original, called the Temple of Hanoi because of its supposed resemblance to a Vietnamese shrine, was devised by the renowned French mathematician Edouard Lucas. An expert in recreational mathematics (his four-volume book on the subject remains a classic), Lucas amused himself by devising puzzles under the anagrammatic pseudonym "Professor Claus."

As Lucas designed it, the puzzle calls for a stack of eight discs, each with a hole in its center. These discs, graduated in size, are stacked on a peg to form a roughly conical tower. The challenge is to rebuild the tower on either of two vacant pegs, moving one disc at a time, never placing a larger disc on top of a smaller one.

Our newer version uses only six discs but introduces an *additional* restriction: you may not place a disc directly on top of another disc of the same color.

You can quickly construct this puzzle by cutting six discs out of ordinary cardboard. Conve-

nient diameters are 1 through 6 inches. Color and stack the discs in the order pictured above, and begin moving them, one by one, onto either of two possible side columns. A more refined puzzle can be constructed using wood, cutting holes in the centers of the discs, and embedding three pegs in a base to facilitate stacking.

If you prefer to solve your puzzles with pencil and paper, the Temple of Hanoi can also be solved symbolically. Let the terms 1A, 2B, 3C, 4A, 5B, and 6C represent the discs in order of increasing size, with the letters standing for the colors. Divide a sheet of paper into three vertical columns to represent the pegs, and write out the result of each move in full. The New Temple of Hanoi can be completed in just 99 steps. If you feel especially resourceful, you can create your own variation by adding a seventh disc. But be warned—this will bring the number of moves to 235. And with eight discs, as in the original puzzle . . . well, we're still counting. (A printed solution would be impractical; you're on your own.)

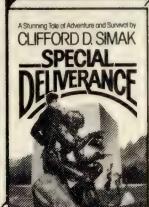
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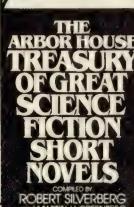
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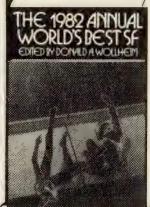
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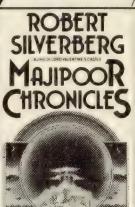
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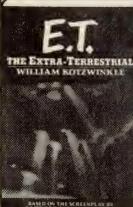
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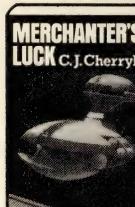
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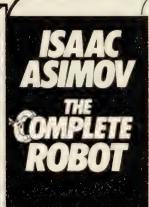
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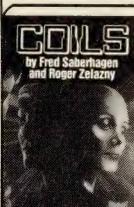
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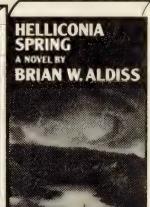
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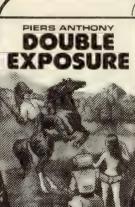
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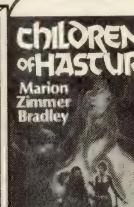
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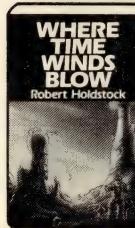
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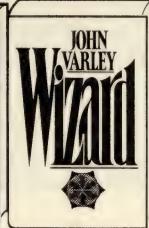
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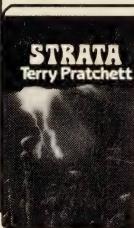
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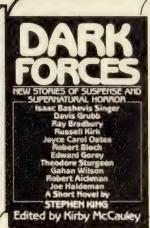
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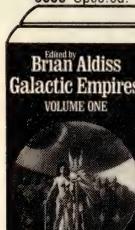
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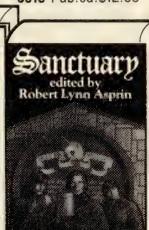
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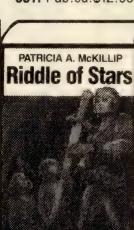
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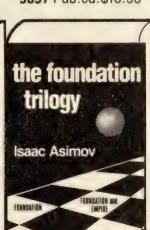
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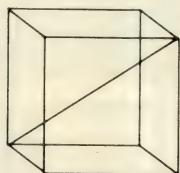
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Verbal Illusions

Depicted at right is a transparent cube. One of the two surfaces facing forward seems, at first glance, to be at the front of the cube, the other in the back. Continue observing, however, and you will suddenly see the two surfaces change places, producing a different spatial orientation: You are alternately looking down on or up at the cube.



Optical illusions like this are in a "high visibility" category. Comparable, though less well known, are verbal illusions, words that when first perceived have the proper dictionary meanings, but when looked at again undergo a sudden change in definition. A simple example is SCARLET. The dictionary says it's a bright red color. Keep looking at it, though, and you realize that the word *really* describes a very small scar. In the same way, MILICENT, far from being a woman's name, turns into a new monetary unit: one-thousandth of a penny (possibly a case of too little too late, given today's economy).

Not infrequently, shifts in meaning are accompanied by conspicuous changes in sound and emphasis. For example, to be deficient auricularly is to be EARLESS. But what of the wife of a British earl? She should be, most logically, an EARLESS (the actual term, "countess," is a cowardly expedient). Of course, if misfortune has befallen her, she may even be an earless earless. In an analogous transformation, if you are mimicking your little brother again, you are surely REAPING him.

Of extra interest are words that permit such conversion in more than one way. To illustrate, merry old ENGLAND can be interpreted as actually being Siam, the land of Eng and his brother Chang, the original Siamese twins. At the same time, to ENGLAND is obviously "to enclose something in a gland." OUTWARD offers another twofold example. Accented on the first syllable, it may be construed as "a hospital ward for outpatients." Accented on the last syllable, it becomes a verb meaning "to excel in protecting or guarding." Yet again, consider the dairy product BUTTER. Not

even counting an unfriendly goat, the word has two other meanings: "one who interjects buts into a conversation" and "one who lives on a butte."

Conversely, some "phony" word meanings can seem more real than the dictionary definitions. Thus, a REDOX is not, as it ought to be, a red-colored animal but rather a chemical process, oxida-

tion-reduction. And FORESTRESS, contrary to all appearances, is not a three-syllable word for woman forester; it's a two-syllable verb meaning "to accent the first syllable of a word."

So much for verbal voyeurism. It's time to become involved personally in word illusions. Listed below are 24 specimens for you to solve.

CAN YOU PIN DOWN THESE DOUBLE DEFINITIONS?

The left-hand column gives the dictionary definition (though not necessarily the most common one). In the right-hand column are new definitions that thoughtful examination of the words brings to light. An example is provided to get you started.

Answer Drawer, page 88

According to Webster

Ex.: Showy display

Something Else Again

Hot dogs at a ballgame
Answer: Fanfare

1. Ply with sedatives	Thick woven fabric over a blanket
2. Analyze critically	Female donkey
3. Closing firmly	Marine fish
4. Lowest	Very small fall flower
5. Doxy	Braid hair improperly
6. Orange color	Little heart
7. Clever action	Join in ascent
8. Mechanize	Car pool member
9. Tale	Foot
10. Utter	Perform a hepatectomy
11. Suds	One who is
12. Carrier	Our successor on earth
13. Enjoyment	Certain of one's answer to a criminal charge
14. Eastern European nation	Southern European nation
15. Judicious use of resources	Condition of married men
16. Interior	Suggesting the flaring mouth of a trumpet
17. Baloney	Wardrobe
18. Sycophancy	Apartment building
19. Unguent	Decorative element on an amphora
20. Straw boss	Excellent eyeshader
21. Beautiful	Abounding in narrow canyons
22. Intoxicant	Like chopped food
23. Lantern	Bribery to win prize in championship competition
24. Put to use	Full of winesaps and macs



RICK COLBY THOUGHT HE WAS HOT STUFF.

Too bad about Rick.

He was sure he could beat almost any game made for his Atari® Video Computer System™.

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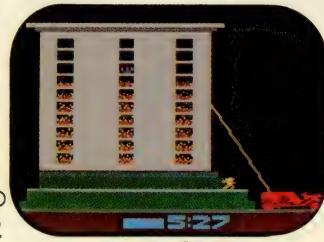
As the fire leaped from floor to floor, and the panicked victim climbed higher and higher, Rick tried desperately to reach the top floor with his ladder.

But it was just too late. The warehouse was turned into a burnt-out shell.

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Backgammon: Endgame Doubling and Taking

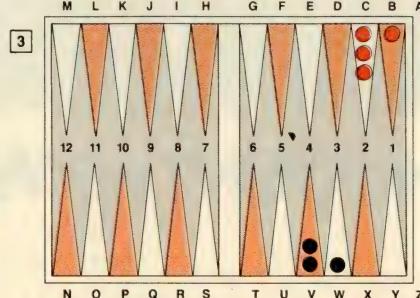
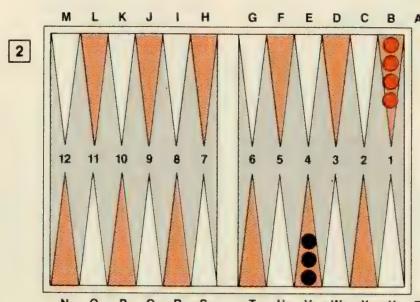
Surprisingly, the appearance of the doubling cube has not changed in half a century despite the fact that the three highest numbers on it are very rarely used. Indeed, it would be far more practical to replace "64" with "1" (what a game is worth at the start), and "32" with "X." The X would be displayed in a tournament whenever players are not allowed to turn the cube, either because of the Crawford Rule (which prevents doubling, for one game only, as soon as either player comes within one point of winning a match) or because the score is at double match point.

About the only time a high number on the cube ever makes an appearance is during the late endgame, when both players are bearing off. In most phases of a game, accepting or refusing a double is a matter of judgment. In the endgame, however, it is often feasible to calculate the exact odds of winning, and thus to decide whether to double, accept, or decline on the basis of precise determinations.

In Diagrams 1, 2, and 3, in stakes games, Black doubles. Should Red take? You may be surprised to learn that in all three cases, the answer is yes. Furthermore, it makes no difference whether the double turns the cube from 8 to 16 or from 32 to 64. Black's double in Diagram 1 is based upon the certainty that he will be off in three turns

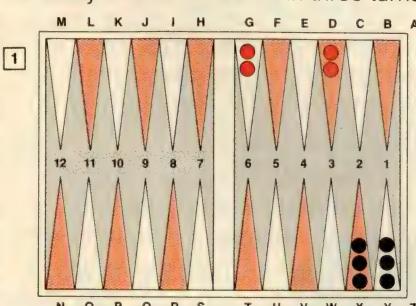
winning to accept a double, but this figure can be shaded quite a bit in the endgame. The reason is that when a player takes, he gains control of the cube, and he may then be able to turn the cube himself if he throws doubles or some other favorable event occurs.

In Diagram 2, Black's probability of

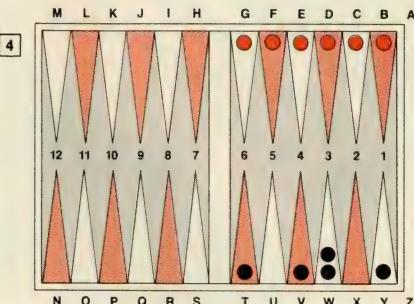


failing to get off in two rolls is about 35 percent, so Red should surely take. In Diagram 3, Black's failure percentage is only 20 percent, but Red has a marginal take nonetheless: If Black rolls 3-1, 2-1, or double 1, Red can redouble at once, and Black would have to decline.

Admittedly, it is often difficult to compute exact odds of winning when three or more men remain. Donald Kahn, a Miami expert, has made the job easier by using a computer to figure out all bearing off probabilities for every possible arrangement of up to 12 men within the inner table. In Diagram 4, for example, his printout indicates that Red will bear off in two rolls 7 percent of the time; in three or fewer rolls 50 percent of the time; and in four or fewer rolls 96

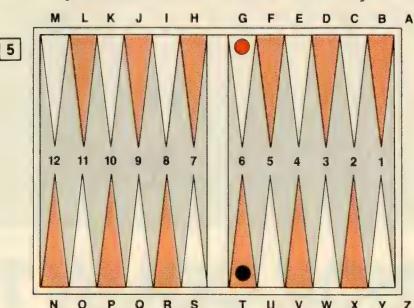


(or fewer), whereas Red's chances of bearing off in two turns are only about 20 percent. Ordinarily, a player needs to have at least a 25 percent chance of



percent of the time. Unfortunately, players are not permitted to consult Mr. Kahn's voluminous study during an actual game.

Joey Mirzoeff, one of the many ex-



perts who frequent New York's Mayfair Club, presented the position shown in Diagram 5 as the most marginal of takes of an opponent's double. With Black on roll, Red will win only 18.75 percent of the time—but the kicker is that if Black fails to get off in one roll, Red will be able to turn the cube and claim instant victory.

PROBLEMS

A In Diagram 1, estimate within 3 percent Black's chances of bearing off his six remaining men in only two turns.

B In Diagram 3, estimate within 3 percent Red's chances of not bearing off his four remaining men in one or two turns.

C Most computers would err in playing a roll of 5-4 for Black in Diagram 4. Why?

Answer Drawer, page 92

Prince Joli Kansil is the inventor of Bridgette, My Word, and, most recently, Marrakesh, a board game based on backgammon.



GARY LARSEN THOUGHT HE HAD ALL THE ANSWERS.

Gary had an IQ of 162. He never got anything less than an "A" on his report card. He was a wiz at chess.

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Unfortunately, he did

not have the correct offering. Ra was not satisfied. Gary had to go back and try again.

And again. And again. And again. And again. And again. And again. And again.

Here you see Gary as he is today. A veggie. Zonked out. Totally.

This is a warning. Imagic games are created by experts for experts. Do not try to solve the Riddle of the Sphinx if your IQ is equal to or less than your belt size.

After all, a brain is a terrible thing to fry.



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*Manufacturer's suggested retail price, \$499.95. Actual price may vary.

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What are these objects?



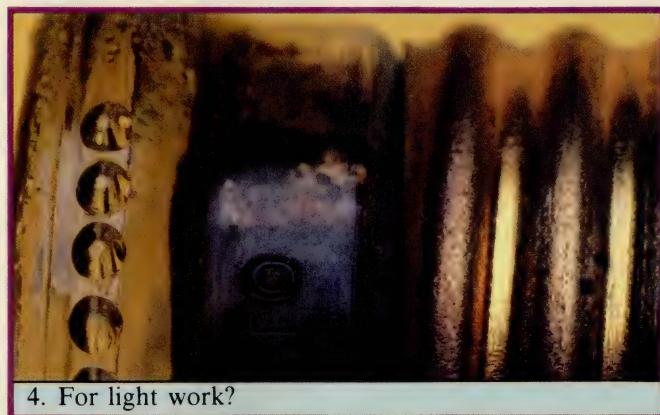
1. Used by racketeers?



2. Eyeball binder



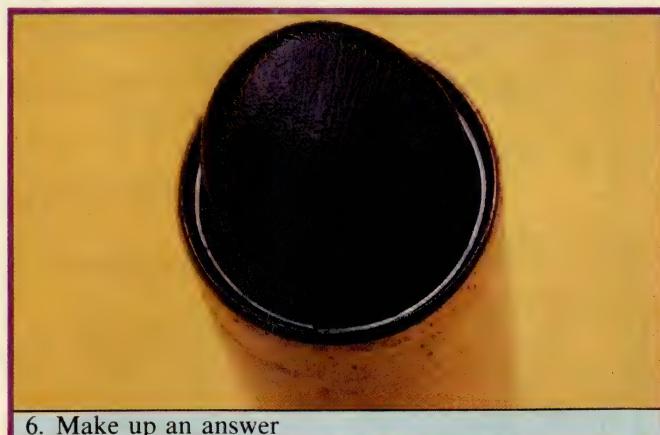
3. Catch up with this



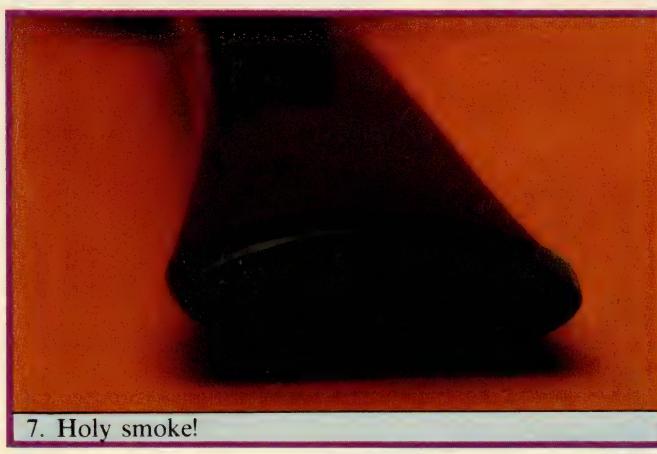
4. For light work?



5. Unfascinating?



6. Make up an answer



7. Holy smoke!



8. Standing room only

GAMES CONTEST ★

SAVIOR MONEY WITH SCOTCHOGRAMS

Create Your Own Thrifty Messages For Fun and Puzzlement

Sandy Mactavish is at the telegraph office with exactly \$5 in his kilt. He needs to wire his friend Old Macdonald to let him know that he'll meet him at the station. The problem is, messages cost \$1 a word, so "I will meet you at the station" would cost Mactavish \$2 more than he has. He thinks for a moment, then wires ABYSSINIA AT THE STATION and hands over \$4.

When Old Macdonald arrives, he lights into his friend. "Ach, Sandy, you auld fool! You could have wired ABYSSINIA ATTESTATION and saved \$2."

Macdonald knew a Scotchogram when he saw one.

GAMES printed its first set of Scotchograms in March/April 1979. Among the classics in that puzzle, taken from a 1928 book by Jack Shuttleworth, was: CANOE SPEND THIS WEAKEN WIDOWS ENOCH COUNTRY WIRE DEMENTIA KNOW—or, for the uninitiated, "Can you spend this weekend with us in the country; wire the minute you know."

This time, along with nine new Scotchograms for you to solve, we challenge you to create your own abbreviated messages. Go ahead, TRITE. You CONDUIT.

How to Enter Entries should be typed or neatly printed in capital or block letters. There's no limit on length, but conciseness will be a main factor in the judging. Answers should be attached to each entry. You may enter as often as you wish, but each entry must be on a separate sheet of paper and must include the answer and your name and address. The cleverest, thriftiest message, in the opinion of our judges, will be the winner. As always, the decision of the judges is final. Mail entries to **Scotchograms, GAMES Magazine, 515 Madison Ave., New York, NY 10021. Entries must be received by December 15, 1982.**

— M.E.S.

HOWZAT?

Can you decode the following messages?

1. UTICA CHANSON MIGRATE INVENTION ANNUAL KNOBBY SORRY IN FACTUAL BEEN CLOVER.
2. WEED LICHEN ICE CHEST FOREARM OTHER DISGUISE DELIMIT.
3. CANCEL MYOCARDIA ITS INFORMAL FUNCTION.
4. YEARN AFFIX, LOST UKASE, UGANDA JAIL, CONSERVE TENURES YACHT APPEAL.
5. EYELET SHEILA INDIA HOUSE SHEILAS TURKEY.
6. BOB STILT SEA, CANTANKEROUS BOAT, HUMUS GOAD IMMORTAL DECOS GUARD.
7. MARY SINBAD SHEER TOURNEY AUGUSTA WIND NOCTURNE TOOTHBRUSH.
8. WHINE YOSEMITE NAMES SOY CAN PHILATELIST.
9. ALBEIT DETRACT. UNIVERSE EDIFY MUSTAFA TICKET TICKET IN.

Grand Prize
A side of Scotch salmon,
with a hardwood fish-shaped plate
5 Runner-Up Prizes
A GAMES T-shirt

CONTEST RESULTS

A PERFECT 10

From July/August

The challenge was to fill in a 10 X 10 grid to form the longest possible word in each row and column. Words had to be spelled out from left to right or top to bottom, and extraneous letters could appear before and after each word without penalty.

The theoretical goal was to create a perfect 10 X 10 crossword. Such a grid (probably impossible) would have scored 200 points, calculated by adding up the number of letters in all the words.

Some 620 contestants submitted entries, many of them ingenious. The winner is Malcolm Hart of Dayton, Washington, who scored 175 points. His grand prize is a Schwinn Varsity Sport 10-speed bicycle.

Runner-up prizes of a GAMES T-shirt go to: Kenneth L. Pederson of Billings, MT (173); Cynthia Wimer of Sierra Madre, CA (172); Mrs. Harold E. Cobb of Kailua, HI (170); Raymond D. Love of Tucson, AZ (169); and Dr. Bernard Schaaf of Lafayette, IN (168).

—R.W.S.

HEMIGLYPHA	OXIMARARAS
DISPLACERS	OGPLATTENI
GALANTINES	RBANTINGST
PREENGAGED	AACTINIASE
HIDDENNESS	PREENGAGED
STARLESSLY	STARLESSLY

The winning entry

ACROSS

1. HEMIGLYPH 9
2. MARARAS 7
3. DISPLACERS .. 10
4. LATLEN 6
5. GALANTINES .. 10
6. BANTINGS 8
7. ACTINIAS 8
8. PREENGAGED 10
9. HIDDENNESS . 10
10. STARLESSLY .. 10

DOWN

1. HODOGRAPHS 10
2. GABARIT 7
3. MISPLACED 9
4. IMPLANTED 9
5. GALANTINE 9
6. RATTING 7
7. ACTINIANS 9
8. PREENGAGES 10
9. HARNESSSES 9
10. ASSISTED 8

Total Score: 175

U.S. OPEN CROSSWORD PUZZLE CHAMPIONSHIP

Stanley Newman, a bond analyst from Brooklyn, New York, outpaced 250 other contestants to win GAMES's First U.S. Open Crossword Puzzle Championship, held at New York University in August.

In second place was Rebecca Kornbluh, of Mundelein, Illinois; finishing third was John Chervokas, of Briarcliff Manor, New York. A complete report will appear in the December issue.



If you'd like to know more about our charcoal mellowing process, drop us a line.

WE BURN quite a few ricks at Jack Daniel's. That's because it takes a lot of charcoal the way we smooth out our whiskey.

The oldtime way we mellow our whiskey calls for seeping every drop through charcoal vats that stand as tall as a good-sized room. Just to fill one vat takes the charcoal from three ricks of hard maple burned in the open air. That's why our rickyard gets pretty full. And why it'll never get empty. After a sip of Jack Daniel's, we believe, you'll be glad of that.



CHARCOAL
MELLOWED
DROP
BY DROP

Tennessee Whiskey • 90 Proof • Distilled and Bottled by Jack Daniel Distillery,
Lem Motlow, Prop. Inc., Route 1, Lynchburg (Pop. 361), Tennessee 37352

Placed in the National Register of Historic Places by the United States Government.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

Ultra Kings, 2 mg. "tar", 0.3 mg. nicotine; Lights Kings,
9 mg. "tar", 0.8 mg. nicotine av. per cigarette
by FTC method; Filter Kings, 16 mg. "tar", 1.1 mg.
nicotine av. per cigarette, FTC Report Dec. '81.

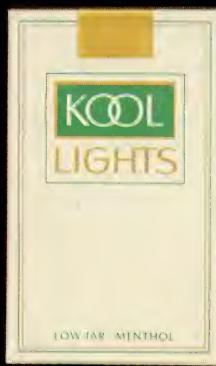


**There's only one
way to play it...**

Wherever the music
is hot, the taste is Kool.
At any 'tar' level, there's
only one sensation
this refreshing.



Original



Low 'tar'



2 mg.



WILD CARDS



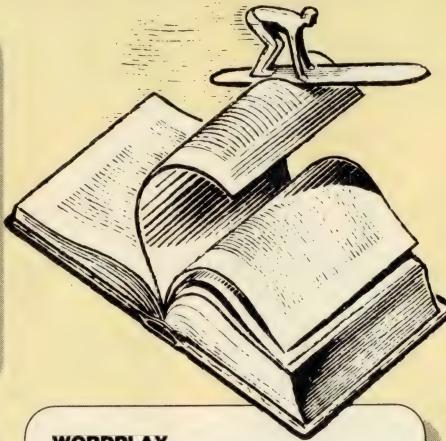
Edited by Stephanie Spadaccini

LOGIC

Washington Square

Four buildings face the square, each on its own block. Adams's, on the north, is a drugstore; Monroe's is left of Madison's. If the theater isn't Madison's nor the diner Quincy's, but the ice rink faces the diner, how is the square arranged? —Nancy Patterson

Answer Drawer, page 96



TEASERS

Tossing and Turning

The author of *Winnie-the-Pooh*, A.A. Milne, was challenged to find an anagram for the letters TERALBAY. After rejecting RATEABLY and losing much sleep, he abandoned the puzzle. Can you find the word, and let the "pooh" man rest in peace? —David Shulman

Answer Drawer, page 96

ILLUSTRATION BY DAVID SUTER

NO KIDDING

Nothing to It!

1. Which snakes cannot swim?
2. Which seas have no sharks?
3. How many miles can a kiwi fly in the course of a day?
4. From what high school did William Faulkner graduate?
5. How many horns did a Viking helmet have?

—David Amos

Answer Drawer, page 96

NUMBER PLAY

Oddly Addictive

If we told you that the two sets of figures below were correctly aligned, which set would you think adds up to the higher total?

987654321 123456789
 87654321 12345678
 7654321 1234567
 654321 123456
 54321 12345
 4321 1234
 321 123
 21 12
 1 1

—B.H.

Answer Drawer, page 96

WORDPLAY

Taking the Fifth

Can you think of a fifth word that forms a compound word or a common two-word phrase with each of the following sets of four? Feel free to associate, combining fore or aft. Here's an example:

Style, Love, Jacket, Span *Life*

1. Bug, Flower, Fellow, Cover _____
2. See, Carpet, Hot, Cent _____
3. Tree, Cup, Cake, Forbidden _____
4. Tooth, Talk, Potato, Bitter _____
5. Alley, Date, Snow, Spot _____
6. Call, Nap, Burglar, Wild _____
7. Connection, Cuff, Toast, Windows _____
8. Business, Suit, Wrench, Shine _____
9. Actor, Witness, Sketch, Study _____
10. Belly, Fever, Journalism, Pages _____
11. Sleeping, Contest, Mark, Shop _____
12. Easy, Hush, Belt, Order _____

—from *Creative Growth Games* (Creative Research, Inc.) © 1979 by Eugene Raudsepp

Answer Drawer, page 96

FOR THE RECORD

Go to It

A map won't help—but there is a reason these states are listed in this order. What is it, and which state comes next?

VERMONT, CONNECTICUT, VIRGINIA, TENNESSEE, NEW YORK, KENTUCKY, INDIANA, ILLINOIS . . .

—Bob Duchnick

Answer Drawer, page 96

HALL OF FAME

Moviegoer's Mouthful

If you think the movies are strictly from hunger, this quiz is for you. Each pair of actors listed here costarred in a film whose title included an item of food or drink. Can you name each mouthwatering movie?

1. Henry Fonda, Jane Darwell
2. Jack Lemmon, Walter Matthau
3. John Savage, James Woods
4. Malcolm McDowell, Patrick Magee
5. Doris Day, Brian Keith
6. James Caan, Alan Arkin
7. Goldie Hawn, Peter Sellers
8. Woody Allen, Louise Lasser
9. Bette Davis, Nigel Bruce
10. Jackie Gleason, Estelle Parsons
11. Nino Manfredi, Anna Karina
12. Rita Tushingham, Robert Stephens

—Leon and Gayle Fleming

Answer Drawer, page 96

Heard About the Newest

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Scrabble®, the next Uno®.

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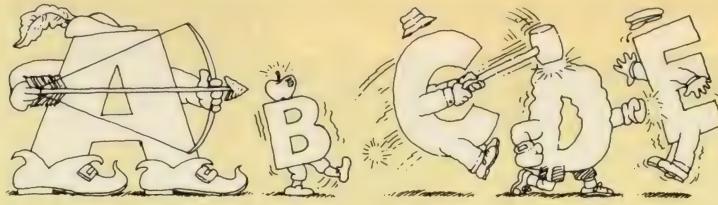
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HALL OF FAME

Aria Ready for This?

The popularity of opera—grand, not soap—has grown tremendously in recent years, thanks to its frequent exposure on television. More people may see *La Bohème*, for example, in a single telecast than have seen it in all the opera houses of the world combined since it was composed. The following quiz was designed to help you find out what you (know, think you know, don't want to know) about opera.

1. The premiere of Verdi's *Aida* took place in (Rome, Hoboken, Cairo). The heroine, Aida, is a (courtesan, slave, fan dancer) who dies tragically with her lover in a (low dungeon, high dudgeon, curmudgeon).

2. Wagner's "Ring," a cycle of (four, five, 12) operas, concerns the perilous adventures of (Tristan, Siegfried, Kermit), whose parents were (bats, Valkyries, brother and sister). He falls in love with (Sue Ellen, Cio-Cio San, Brünnhilde), the (first, last, ugliest) woman he ever saw.

3. In *Carmen*, the most famous opera by (Bellini, Belafonte, Bizet), the heroine is (strangled, stabbed, thanked) by her lover (Don Giovanni, Don Ho, Don José) because she has, understandably, run off with a (cavalry officer, flamenco dancer, bullfighter).

4. Puccini's *Tosca*, composed in the style known as (vermicelli, verismo, vino bianco), concerns Flora Tosca, a (singer, barmaid, mermaid), who is in love with a (sailor, painter, gondolier) and who is almost seduced by a (U.S. Navy Lieutenant, police chief, political terrorist). She sings the aria ("La donna è mobile," "Pizza! Pizza! Mio Dio!," "Vissi d'arte"), after which she (kisses, stabs, drowns) her would-be seducer.

5. Maria Callas, the soprano who revived the singing style called (prima donna, belladonna, bel canto), was born in (Athens, New York, Peoria) and was once married to (Aristotle Onassis, Giovanni Meneghini, George Papadopoulos).

6. In Gounod's *Faust*, the title role is sung by a (tenor, bass, halibut). Faust trades his (worldly goods, soul, liver) to the (devil, king, IRS) in return for (youth, three wishes, a weekend with Goethe), but ultimately wants it back because he loves (Cher, Brünnhilde, Marguerite). Faust finally gets his wish through the intervention of (Henry Kissinger, angels, Mephistopheles).

7. Although Mozart was born in (Germany, Austria, Tel Aviv), his opera *Don Giovanni* is sung in (German, Hebrew, Italian). The Don is a (liberal, libertine, librarian) who kills the (father, husband, canary) of a woman he is trying to seduce and, in the end, is destroyed by the victim's (curse, statue, masseur). Mozart's first name, by the way, was Wolfgang; his middle name was (Affidavit, Amadeus, Amonasro).

8. *Salome*, a one-act opera by (Johann Strauss Jr., Richard Strauss, Henry Mancini), contains the famous "Dance of the Seven (Hills, Veils, Dwarfs)," which Salome performs to persuade her (father, stepfather, vocal coach) to give her the (hand, head, heart) of Jokanaan, whom she (fears, desires, misses). The opera, sung in German, is based on a poem written in French by (Gustave Flaubert, Oscar Wilde, Oscar Mayer).

9. The total number of operas composed by J. S. Bach, Chopin, Brahms, Paganini, and Beethoven is (one, four, seven).

—B.H.

Answer Drawer, page 96

Phaser Patrol



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NO ENTRY FEE NOTHING TO BUY NO OBLIGATION

\$2,500.00 in cash prizes will be divided among the winners as shown below. There will also be fifty additional prizes worth \$610.00, for a total of sixty winners. A BONUS of \$2,500.00 is offered to the first person who solves all twenty-four problems. The purpose of this contest is to acquaint chess players with the game of Conquest.

FIRST PRIZE: \$1,000.00

2nd Prize: \$375.00
5th Prize: \$175.00
8th Prize: \$100.00

3rd Prize: \$250.00
6th Prize: \$150.00
9th Prize: \$75.00

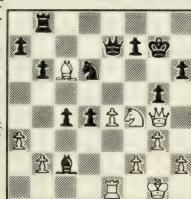
4th Prize: \$200.00
7th Prize: \$125.00
10th Prize: \$50.00

This contest consists of fourteen Quest-Chess and ten Conquest problems. (Quest-Chess is a new Chess variant in which you make ten moves per turn.) The Conquest problems will not be difficult. Any Chess player should be able to solve them. They are just hard enough to stimulate your interest in the game. It is the Quest-Chess problems that will separate the men from the boys. YOU DO NOT NEED TO BUY ANYTHING to solve the problems in this contest.

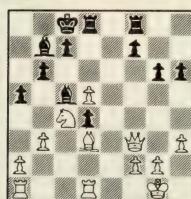
To enter, simply send a self-addressed, stamped envelope to: CONQUEST GAMES, 1122 W. Burbank Blvd., Burbank, CA 91506. You will receive: The Quest-Chess and Conquest rules (as easy to learn as Chess), sample problems and solutions, the remaining contest problems, and the game materials necessary to solve these problems.

This contest is open to all, and everyone will have an equal chance. So give it a try. Names of the winners, solutions and distribution of prizes will be published in THE CONQUEST REVIEW, and available to anyone entering this contest. Solutions must be mailed by December 1, 1982.

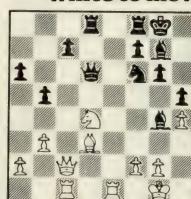
Quest-Chess



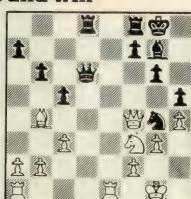
Problem #1



Problem #2



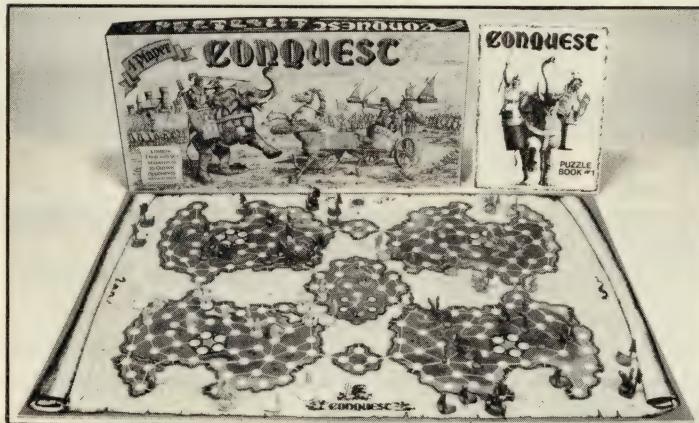
Problem #3



Problem #4

White to move and win

The strategy game in which you make 20 moves per turn combining your land and sea operations to outwit your opponent. No dice, strictly skill.



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FOR THE RECORD

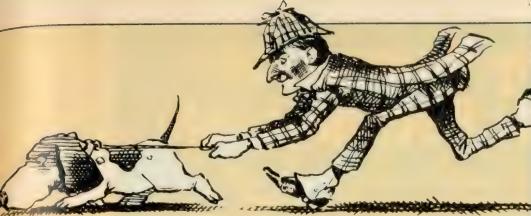
*There's No Place
Like Nome*

In summer, the sun doesn't set for 84 days; in winter, it won't rise for 67. Residents spend \$4 million to build a supermarket on stilts. "Ice cream" is made from whipped berries, snow, and seal oil. No, this isn't a scene from a Spielberg movie: It all really happens—in Alaska. How polar-wise are you?

1. In 1867, the United States purchased Alaska from Russia for . . .
 - \$24 a year for 99 years
 - \$7.2 million
 - 3.6 million refrigerators
2. The largest gold nugget ever found in Alaska weighed . . .
 - slightly more than 30 pounds
 - a little less than Sammy Davis Jr.
 - a little less than nine pounds
3. Alaskan igloos are traditionally made from . . .
 - snow and seal blubber
 - driftwood, whalebone, and sod
 - snow and ice
4. How cold was it on the coldest day ever recorded in Alaska?
 - 80° Fahrenheit
 - 273.1° Celsius
 - 0° Kelvin
5. And when the mercury hit its highest point, the temp read:
 - 100° Fahrenheit
 - 100° Celsius
 - 5600° Kelvin
6. Size-wise, Alaska is approximately . . .
 - three times the size of California
 - 10 times the size of Michigan
 - 90 times the size of Hawaii
7. Which of these activities does Alaska recognize as its official sport?
 - spear fishing
 - grizzly bear hunting
 - dog mushing

—Norm Bolotin

Answer Drawer, page 96

**WORDPLAY***The Last Laugh*

Ten comedians are listed below, but here's the punch line: We've scrambled the letters of each one's name. Can you set each comic straight?

1. Nero Jarvis	4. Emil L. Bronte
2. Lola Downey	5. "Silly" Cobb
3. Vera Mittens	6. Harry Ripcord

—Emily Cox and Henry Rathvon

Answer Drawer, page 96

TEASERS*Common Cause*

There are as many ways to categorize people as there are human traits and accomplishments. Of course, some ways are more meaningful than others, but that doesn't necessarily make them more fun. See if you can discover the thinking that resulted in the following groupings.

1. What do the following men have in common?

- a) Rex Harrison
- b) John Ford
- c) Moshe Dayan
- d) John Milton
- e) Horatio Nelson

2. What do the following Americans have in common?

- a) John Taliferro Thompson
- b) Oliver Fisher Winchester
- c) Richard Jordan Gatling
- d) Henry Derringer, Jr.
- e) Samuel Colt

3. What do the following celebrities have in common?

- a) Bill Walton
- b) Cesar Chavez
- c) Marty Feldman
- d) Gloria Swanson
- e) George Harrison

4. What did the following American presidents have in common?

- a) Woodrow Wilson
- b) William Henry Harrison
- c) Zachary Taylor
- d) James Monroe
- e) John Tyler

—J. A.

Answer Drawer, page 96

'83 Pente

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LOOK

The Peaceable Puzzle

What do these members of the animal kingdom have in common?

—Bruce Hallock

Answer Drawer, page 96

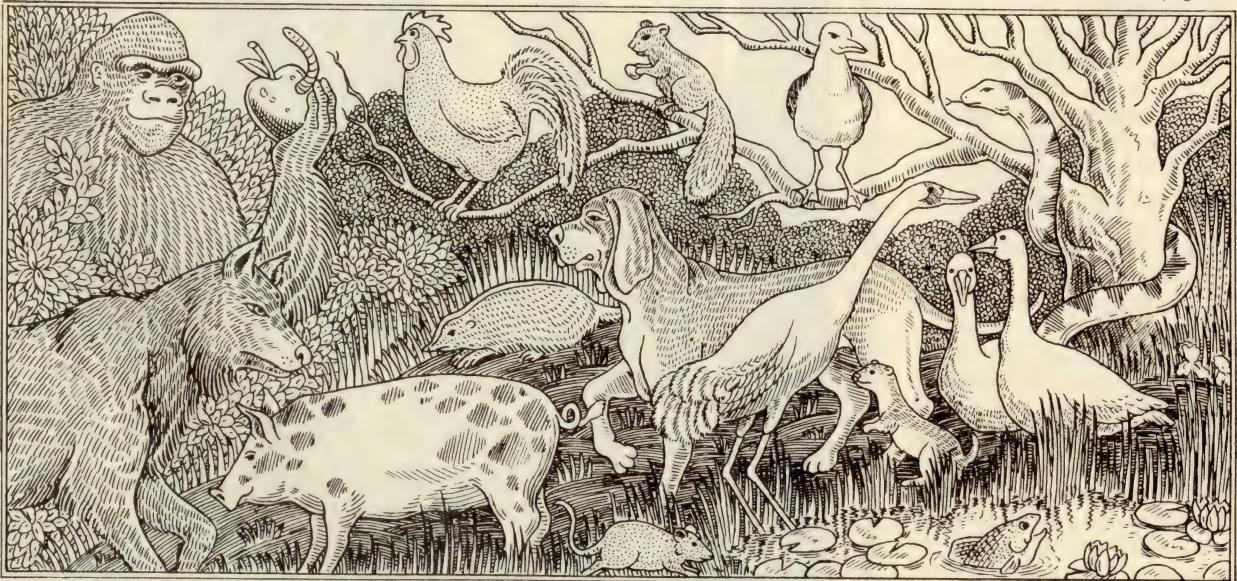


ILLUSTRATION BY JILL KARLA SCHWARZ

FOR THE RECORD*To Be Cont.*

The letter groups below are as incomplete as they look—they're the ones left out of six common abbreviations. *Erae*, for instance, is *average* when *avg.* is added.

1. eive 3. enio 5. eaoon
 2. orne 4. uar 6. ume

—Emil Regelman

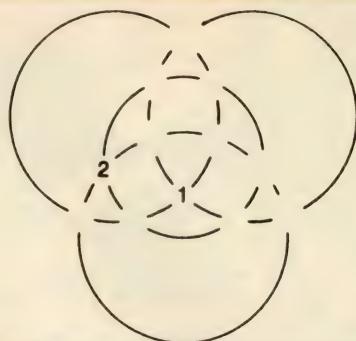
Answer Drawer, page 96

NUMBER PLAY*Around in Circles*

Here's a ringer of a problem: If the digits 1 and 2 appear at the intersections shown, can you place 3 through 12 in the other intersections so that all numbers in the perimeter of each circle add up to 39?

—Pierre Berloquin

Answer Drawer, page 96

**LOGIC***A Friendly Game of Poker*

Five friends—Bill, Tom, Tex, Joe, and Steve—decide to liven up their usual Saturday night poker game. So they deal and shuffle the highest 25 cards (all 9s through aces, plus one 8). When all the cards are dealt, the table looks like this:

Player A: ♦K, ♦Q, ♦J, ♦10, hole card
 Player B: ♦K, ♦K, ♦Q, ♦Q, hole card

Player C: ♦J, ♦9, ♦9, ♦9, hole card

Player D: ♦A, ♦Q, ♦J, ♦8, hole card

Player E: ♦A, ♦A, ♦10, ♦10, hole card

Steve, who is not Mr. Martin or Mr. Brown, has the best hand showing. Mr. Martin knows that only Mr. Hill could have a better hand than he does. Mr. Pike has a flush. Joe knows Bill only has two pair. Tex—

who is not Mr. Smith—has the fourth best hand. Given the clues above, using the basic rules of poker, can you guess:

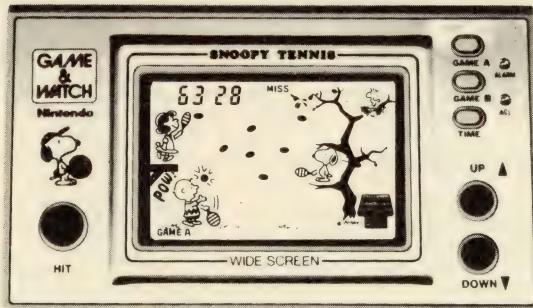
- the players' first and last names?
- the cards each player holds?
- who has the best hand?

—Mark Robins

Answer Drawer, page 96

LATEST
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Video Game Action in the Palm of Your Hand



Experience the latest in video game entertainment with **Game & Watch**—action packed, palm sized video games by Nintendo. Rescue parachuting divers from hungry killer sharks with "Parachute", or create tennis madness with Charlie Brown and Snoopy in "Snoopy Tennis". All games feature mini L.C.D. screen with multiple skill levels, complete with super sound effects. And, each game functions as an alarm clock with built-in stand. The price is just \$28.95 plus postage and handling. Order your **Game & Watch** today!

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YES, please rush me the amazing new **Game & Watch**. I've enclosed \$28.95 per game plus \$2.50 postage and handling. Calif. residents add 6% sales tax.

My name is _____

I live at _____

City _____ State _____ Zip _____

Indicate Choice

Parachute Snoopy Tennis Both

ANSWER DRAWER

59 Cryptic Warm-Up Puzzle

ACROSS

- BEAR. The word BEAR (defined as "grizzly") is the word BEARD with the final letter dropped, or "trimmed."
- TRIBUNE. The word TRIBUNE ("newspaper") is the result of inserting the word RIB ("joke") inside the word TUNE ("song").
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DOWN

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- PENNED. The word PENNED in two different senses means "wrote" and "in a sty."

33 Mental Blocks

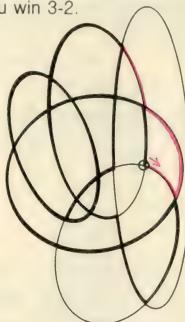
1. STEWS	2. CEASE
SEETHE	CANCEL
ESTEEM	ACCEDE
DESSERT	ELEGANCE
RESTLESS	ACADEMIC
BESTSELLER	PIECEMEAL
SEAMSTRESS	ACCELERATE
3. BLOOM	4. TENSE
LOBBY	DENOTE
OBLONG	KITTEN
BALLOON	DETENTE
HOBGOBLIN	TENEMENT
BOMBHELL	INNOCENT
BOONDOOGLE	NINETEENTH

38 Dszquphsbt!

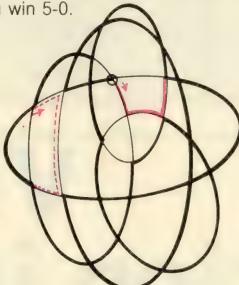
- CRYPTOON. "They plan to make it an annual event. They're going to throw a tremendous party, and we are all invited."
- IGNORANCE IS BLISS? The less people know about how sausages and laws are made, the better they will sleep at night.—Bismarck.
- SUPERSTITION. Beating of drums to ward off evil spirits is out of vogue. Not so the blowing of horns to untangle traffic jams.
- MUSIC LESSON. Motto sighted on an office wall: Never try to teach a pig to sing; it wastes your time and it annoys the pig.
- LEGAL MAXIM. As any competent lawyer will cheerfully explain, a fine is a tax for being bad and a tax is a fine for being good.
- SHOW BIZ QUIZ. *Quest for Fire* producers, attempting to increase attendance, consider renaming it *Raiders of the Lost Spark*.
- THINKING AHEAD. De Horst anticipated much of Descartes' philosophy, but most modern scholars tend to put Descartes before De Horst.

58 Loop-the-Loops

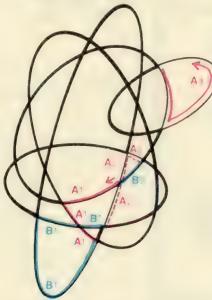
1. Easy Puzzle The move in red forces the opponent's next play, giving him a second loop, but leaving the final triangle—completing three loops—for you. You win 3-2.



2. Medium Puzzle Your winning move is shown in red. Any other play will eventually give your opponent first choice in that isolated rectangle (dotted lines)—and the game. When all lines except that rectangle and the central triangle have been taken, make the move indicated by the dotted line. Not only will this ensure you the win, you'll get all five loops! You win 5-0.



3. Hard Puzzle The best first move (A1) is shown in red; the second (A2) in dashed red; the third (A3) indicated by the arrow in the upper right. Your opponent's moves (B1 and B2) are forced. You win 5-0.



72 Verbal Illusions

1. Bedrug	13. Pleasure
2. Assess	14. Poland (Italy is the land of the Po River)
3. Sealing	15. Husbandry
4. Minimum	16. Belly
5. Mistress	17. Garbage
6. Pumpkin	18. Flattery
7. Coup	19. Vaseline
8. Automate	20. Supervisor
9. Legend	21. Gorgeous
10. Deliver	22. Hashish
11. Beer	23. Cupola
12. Postman	24. Apply

66 Animal Instincts

- Ling-Ling and Hsing-Hsing
- Buffalo
- Fozzie, bear
- Ham
- Him and Her
- Planet of the Apes, Beneath the Planet of the Apes, Escape from the Planet of the Apes, Conquest of the Planet of the Apes, Battle for the Planet of the Apes*
- Harvey

8. The Green Monster is the nickname for Fenway Park's green left field fence.

- Old Joe
- "Three Blind Mice"
- a. 3 (bird, nestling)
- b. 4 (frog, tadpole)
- c. 5 (swan, cygnet)
- d. 2 (kangaroo, joey)
- e. 1 (turkey, poult)

- Augustus P. Mutt
- Alamein, white
- Wilbur, Templeton
- Centaur: half man, half horse

Harpy: head of a woman, wings and claws of a bird
Minotaur: body of a man, head of a bull

- To the right of the pyramid on a one-dollar bill
- a. 3 (Daisy, Dagwood)
- b. 4 (Mr. Ed, Wilbur Post)
- c. 5 (Flipper, Sandy and Bud Ricks)
- d. 6 (Fred, Tony Baretta)
- e. 2 (Tramp, the Douglas family)
- f. 1 (Lassie, Timmy)

18. Flicka (*My Friend Flicka*), Goose Bar Ranch
19. Morris the Cat

20. "Bear cave" in CB talk means police station.
21. 1313 Mockingbird Lane

- a. "The Lion Sleeps Tonight"
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- c. "Disco Duck"
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- f. "Rock Lobster"
- g. "I Am The Walrus"
- h. "Puff the Magic Dragon"
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23. French poodle, blue
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25. Winnie the Pooh, Christopher Robin
26. Tige, in a shoe with Buster
27. Checkers, cocker spaniel, Richard Nixon
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29. Atlanta Falcons, Baltimore Colts; Chicago Bears; Denver Broncos; Miami Dolphins; Detroit Lions; Los Angeles Rams; Philadelphia Eagles; St. Louis Cardinals; Seattle Seahawks
30. Patty Cake is the first gorilla born in New York City's Central Park Zoo.

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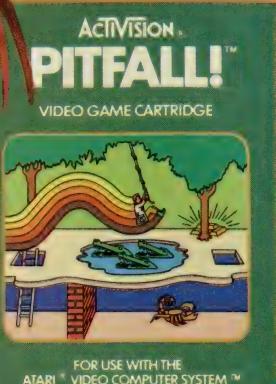
"DON'T ANOTHER TATISTIC!"

— Pitfall Harry,
Veteran Jungle Guide

NOW THE DANGER SIGNS OF PITFALL!™

This year thousands of idle explorers will join Pitfall Harry and seek lost treasures in Pitfall!™ by Activision.® A new video game for use with the Atari® Computer System.® Recently, thousands of jungle explorers will also fall prey to the many hazards found in Pitfall's maze.

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Designed by David Crane.

Activision®
WE PUT YOU IN THE GAME.

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ANSWER CARD

59 Cryptic Warm-Up Puzzle

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38 Dszqphsbt!

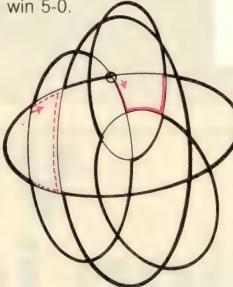
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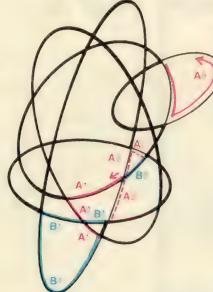
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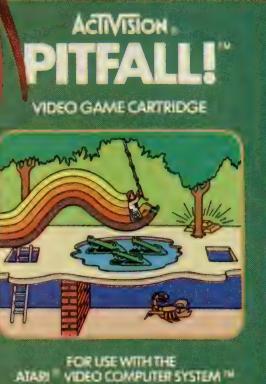
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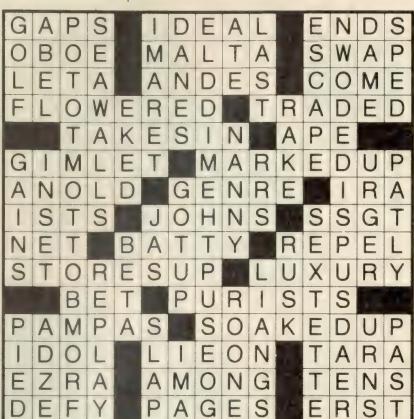
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ANSWER DRAWER

35 On the Rise



20 Pic Tac Toe

1	2	3
4	5	6
7	8	9

Horizontal: 1.2.3. "Races" (balloon, speed-skating, auto)
 4.5.6. "Foam" (white water, foam on ice cream float, beer suds)
 7.8.9. "Coasters" (roller, drink, ship)
 Vertical: 1.4.7. "Thrilling rides" (balloon, raft, roller coaster)
 2.5.8. "Ice" (skating, ice cream, drink)
 3.6.9. "Flags" (race track, hat, mast)
 Diagonal: 1.5.9. "Floats" (balloon, ice cream, ship)
 3.5.7. "Screams" (spectator, ice cream homophone, girl)

28 Photocrime

Kojumbo arrests Peppard. Peppard lied in his captions to photos 2 and 3; the positions of the shadows prove that the pictures had been taken many hours, not just a few minutes, apart. Another clue was provided by the victim, who lived long enough to grab the pepper shaker from his tray in an attempt to name his killer (see photo #6; note he is not holding the salt shaker, which appears in photo #5). Less direct evidence was the typed note that seemed to implicate one of the deceased's partners: A killer with time to ransack the bookshelves would have had time to read the note and remove it if it implicated him. So Kojumbo suspected it was a plant. Vera Dayton, meanwhile, seemed to have no motive, but if she had, surely she would have removed her photo from Lawless's desk.

Peppard was trying to implicate Schirmer in the murder, and he finally admitted he had taken photo #3 not on Sunday morning but on Friday afternoon, when Schirmer came to visit Lawless. Peppard took care to give Kojumbo a picture in which Schirmer, though visible, was not clearly recognizable, just in case Schirmer had an alibi as to his Sunday morning whereabouts. Peppard also stole the jade ring from Lawless's finger and typed the note found in his typewriter, all in an attempt to steer suspicion away from himself.

In fact, it was Peppard who had engineered the jade robbery three months earlier. Lawless had guessed the truth, and—not content with the insurance money the company would receive—had demanded that Peppard give him half the jade in return for his silence. The payoff was to have been made that Sunday morning, but Peppard, not a generous sort, decided to eliminate Lawless instead. After killing him, Peppard typed the note and ransacked the room a bit to suggest robbery might have been the motive, then exited through the window. He threw his weapon in a garbage can, planning to retrieve it later, then raced around the block to get into his car. But when he saw Miss Dayton on the steps, and it seemed that she had noticed him, he boldly stepped forward and introduced himself, carrying out the plan he had prepared for just such an eventuality. He had even jammed the phone at the corner so that his story about being unable to call the police would check out. But despite all his planning, he had fallen far short of committing the perfect crime.

For people who take their games seriously.



- Rugged design for durability.
- Contoured hand grip for comfort.
- High-speed performance for quick maneuvering.
- Fast action thumb trigger fire button for right or left handed play.

• Compatible with your
 Atari*
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 and other game systems.

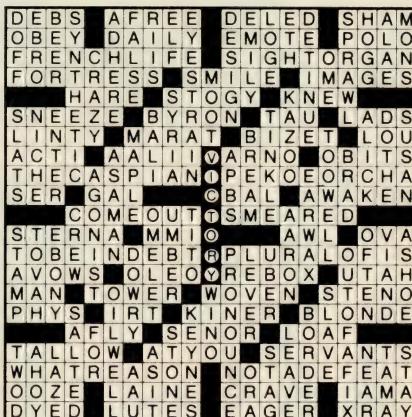
• Extra long cord for convenience.

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POINTMASTER™
 competition joystick

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 A DIVISION OF JENSEN an ESMARK Company

57 Riddle in the Middle



26 Candy Bars

1. Clark
2. Mounds
3. Milky Way
4. \$100,000
5. Oh Henry!
6. Almond Joy
7. Snickers
8. Kit Kat
9. Baby Ruth
10. 3 Musketeers
11. Chunky
12. Mars

New From

The Game Wizards
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EXTRA EXTRA Lakefront City Herald

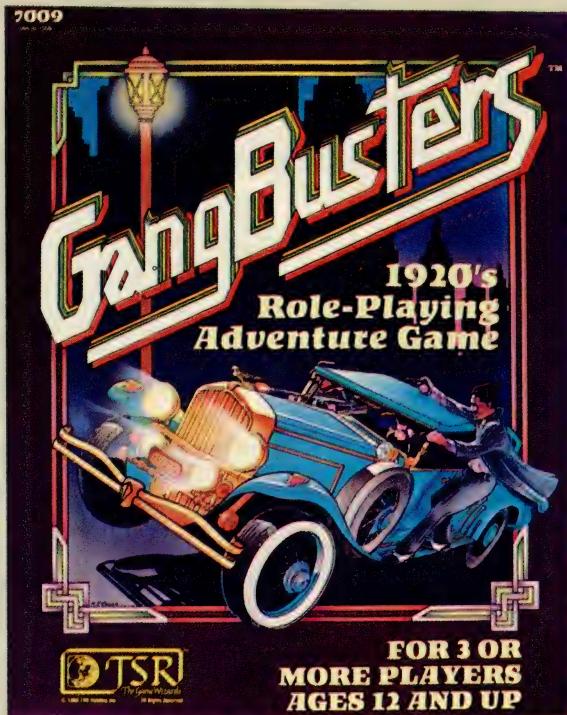
★★★★★
**METRO
FINAL**

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Friday, February 15, 1929

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Organized Crime Stirs Civil Rage



Solution Discovered...
GANGBUSTERS™ game
plays major role in
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Using role playing as a basis, citizens have taken counter action to stop gangland warfare. Citizens are finding TSR's GANGBUSTERS™ game to be their best means to create strategies to crush crime in the streets. It appears TSR Hobbies has created a game that may very well equal the success of their world-famous DUNGEONS & DRAGONS® game.

Mad Dog Johnny Pleads Insanity

Faces Life Sentence

Lakefront City, USA

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The Mill Rathmore Rd.
Cambridge, England
CB1 4AD

ANSWER DRAWER

35 You Can Say That Again!

1. Toto
2. Twenty-twenty
3. Yo-yo
4. Zsa Zsa
5. Choochoo
6. Walla Walla
7. Dodo
8. Bonbon
9. Cancan
10. Knock knock
11. Tom-tom
12. Hubba hubba
13. Baden Baden
14. Boo-boo
15. Go-go
16. Sing Sing
17. Beri-beri
18. Gigi
19. Tsetse
20. Tutu
21. Sirhan Sirhan
22. Pago Pago
23. Never Never
24. Aku-Aku

36 Stamping Grounds

1. Copy
2. Special Delivery
3. Past Due
4. Received
5. C.O.D.
6. Important
7. Do Not Bend
8. Third Class Mail
9. File

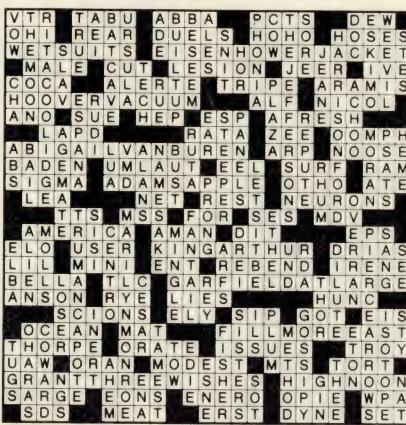
37 Missing Persons

1. Robert Redford
2. Charlton Heston
3. Peter Sellers
4. Martha Mitchell
5. Chevy Chase
6. Bjorn Borg
7. Anita Bryant
8. Alan Alda
9. Robert Frost
10. Vincent Price
11. Pablo Picasso
12. Eric Sevareid
13. Herbert Hoover
14. Valerie Perrine
15. Jesse James
16. Charlie Chaplin
17. Indira Gandhi
18. Ingmar Bergman
19. Alex Haley
20. Michael Caine

78 Scotchograms

1. You take a chance on my great invention and you'll not be sorry, in fact you'll be in clover.
2. We would like a nice chest for our mother; the sky's the limit.
3. Can't sell my old car to you, it's in for malfunction.
4. You are in a fix, lost your case, you're going to jail, can serve ten years, you ought to appeal.
5. I let Sheila into your house, she lost her key.
6. Bob's still at sea, can't anchor his boat, you must go to him or tell the Coast Guard.
7. Mary's in bed, she hurt her knee, a gust of wind knocked her into the brush.
8. Why don't you send me the names so I can fill out a list.
9. I'll be at the track. You never said if I must have a ticket to get in.

63 Hail to the Chiefs



34 Hair Apparent

1. Princess Diana
2. Ronald Reagan
3. Captain Kangaroo
4. George Washington
5. Elvis Presley
6. Bob Marley
7. Farrah Fawcett
8. Albert Einstein
9. Bo Derek
10. William Shakespeare
11. Groucho Marx
12. Yul Brynner (or Telly Savalas or Daddy Warbucks or ...)

24 Hard Times and Puzzles

1. Sherlock Holmes (SH-ER-LOCK-HOME-S)
2. Arthur Conan Doyle (R-THIR-CONE-AND-OIL)
3. Harriet Beecher Stowe (HARRY-YET-BEACH-ERS-TOE)
4. Sir Walter Scott (SIR-WALL-TERSE-COT)
5. Jane Austen (JAY-GNAWS-TEN)
6. Sir Richard Burton (SURREY-CHARD-BURTON; CHARD is a white beet, and BURTON is the name for the intricate arrangement of ropes and pulleys shown)

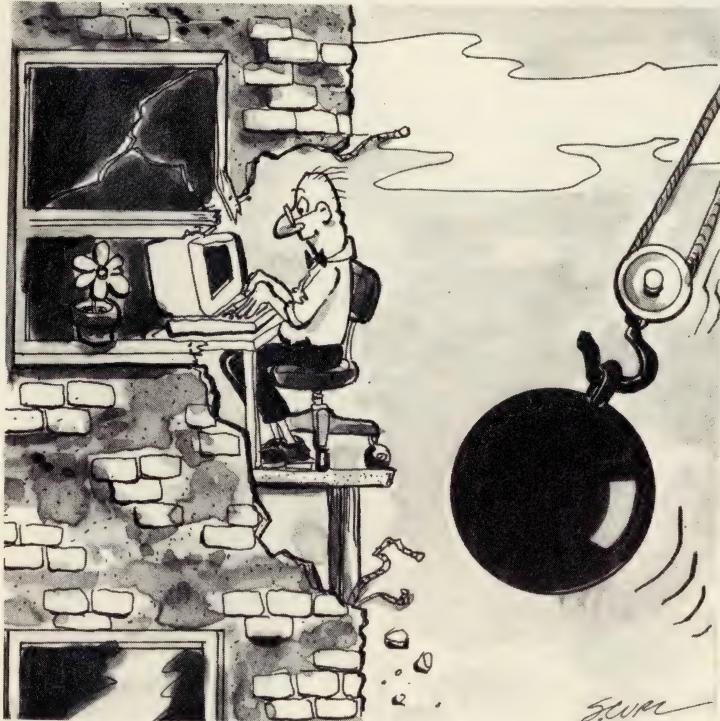
74 Backgammon

A Twenty-six percent. Take credit if you guessed anywhere from 23 to 29 percent.

B Red can fail only by throwing a single 1 on each of two consecutive throws. The chances of this are 10/36 times 10/36, which rounds off to .077 or nearly 8 percent.

C The typical computer is programmed to play every roll to its maximum; hence, it would play 5-4 by moving TY VZ. Clearly the correct way to handle this roll is TX VZ, so that a man can subsequently be borne off if a two comes up on one of the dice.

Q: What is the hardest thing in the world?
A: Tearing yourself away from an EPYX game.



Nobody but nobody builds more lasting playing value into their computer games than EPYX.

EPYX—computer games thinkers play. EPYX—producers of award-winning games (including "Crush, Crumble and Chomp"; "Dragon's Eye"; "Temple of Apshai" ...and dozens of other thinking games.) For Atari*, Apple*, Commodore*, Radio Shack*, and IBM* personal computers. EPYX—the leader in computer game quality, creativity, innovation.

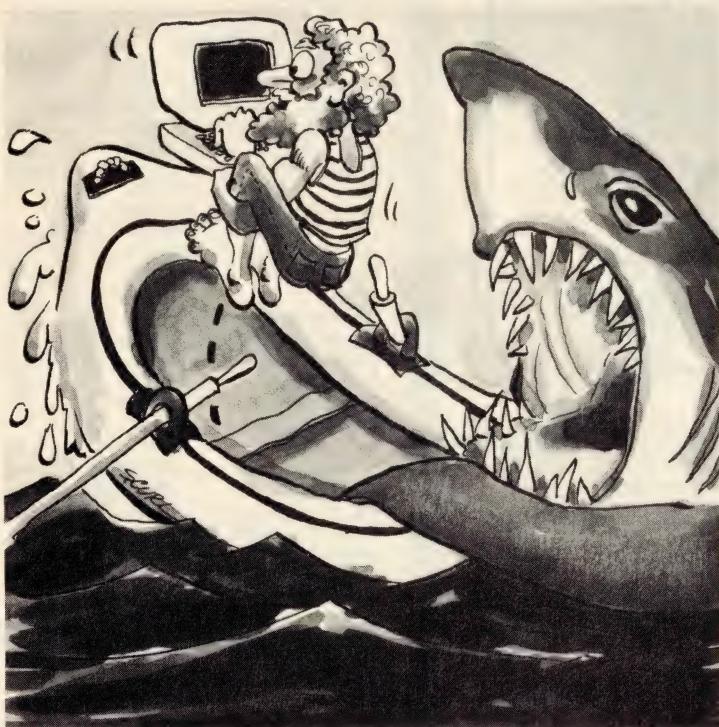
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64 Laddergram



61 Bowl-A-Word

FIRST FRAME
1. Bard
2. Barge
3. Baron
4. Barber
5. Barley
6. Barker
7. Barrier
8. Barrack
9. Bargain
10. Barmaid
SPARE Barbecue
STRIKE Barbarian

SECOND FRAME
1. Fuse
2. Abuse
3. Mouse
4. Spouse
5. Peruse
6. Obtuse
7. Because
8. Confuse
9. Enthuse
10. Recluse
SPARE Applause
STRIKE Penthouse

68 Abbott's Terrible Color Maze

The following series of moves is the shortest path from Start to Finish. The position of the pencil not moving each turn is indicated by a dash. Pencil B moves first, to G; next pencil A moves to F; and so on, as indicated:

Pencil starting on A: - F - K - P - - - S - N
Pencil starting on B: G - L - Q - U T S N - J -

(Pencil A) - - O - - - P S - N - E - C A F

(Pencil B) E C A - F L H - - M - I - D - - -

(Pencil A) - K - P - Finish

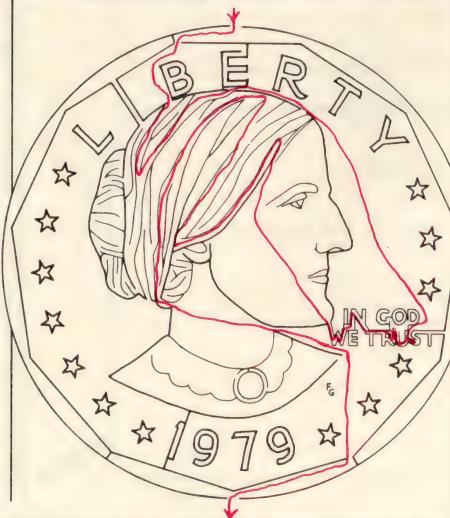
(Pencil B) B - G - L

60 Double Cross

A. FITFULLY	M. MILITARIST
B. MOTTO	N. OWNERSHIP
C. ASTONISHMENT	O. NEW YORK STATE
D. CONVIVIALITY	P. DUST BOWL
E. SWIT	Q. CITATIONS
F. HAULS	R. HOOT
G. ARCHETYPE	S. APPLE-POLISH
H. NIGHT SHIFT	T. NOYADE
I. EARTHWORK	U. DISPIRIT
J. RAWHIDE	V. LIMITATIONS
K. AWKWARDNESS	W. EUPHEMISMS
L. YELLOWWOOD	X. RIN TIN TIN

Would you convey my compliments to the purist who reads your proofs and tell him or her that I write in a sort of broken-down patois which is something like the way a Swiss waiter talks, and that when I split an infinitive, . . . damn it, I split it so it will stay split.—F. MacShane, *(The Life of) Raymond Chandler* (Quoted within)

39 Flip of the Coin



40 The Other Side of the Coin



ANNOUNCING



The 1982 Great Maltese CIRCUMGLOBAL TROPHY DASH

CASCADE

This fall, the grandest touring challenge in the world. Circling the globe.

At your kitchen table. On maps.

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- **Most unique contest I've ever entered!**
Just great.
- **The best \$15 I think I have ever invested.**
- **Fantastic, on a scale of 1-10 for excitement I would rate it 12+.**

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The \$15 entry fee [*if in Canadian dollars, add \$4*] will get you on your way in quest of a trophy for circumnavigation. Every finisher (80% last year) will earn one, the fanciest (laser-engraved wood plaques) going to those who do the best in following the correct course.

We'll send you the instruction book and set of maps as soon as we receive your entry (entry deadline: October 27).

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Trophy Dash
P.O. Box 53 • La Canada, Calif. 91011
(use separate sheet if you prefer)

Please send everything I'll need. My \$15 entry fee (to 'Trophy Dash') is enclosed.

name _____

address _____

city _____ state _____ zip _____

OCEAN

18 Logic

The Swimming Team

1st: Brad
2nd: Dave
3rd: Clint
4th: Art

The Breadville Baskets

Ken:	15 points
Flynn:	23 points
Gregg:	19 points
Hiram:	21 points
Jim:	17 points

Alley 1

Al:	181 pins
Bill:	176 pins
Cal:	158 pins
Del:	190 pins
Ed:	180 pins
Total:	885 pins

The Four Horsemen

Francis: Wide Receiver, Leading Scorer
Gallahad: Halfback, Most Valuable Player
Hank: Quarterback, Top Passer
Joe: Fullback, Rushing Champion

The American League East

1st: Indians	5th: Brewers
2nd: Tigers	6th: Orioles
3rd: Blue Jays	7th: Yankees
4th: Red Sox	

These five puzzles are from *Locker Room Logic*, published by Think Ink Publications, 3421 N. 44th St., Phoenix, AZ 85018 © 1980, Think Ink Publications.

37 Phone Numbers

ACROSS

1. Scar
5. Archaic
12. Bacon
13. Mr. Watson
14. Apple
15. Apprehend
16. Yellow Pages
18. Add
19. Mode
20. Gutsy
21. Vane
22. Touch-Tone
24. Cross
25. Vegas
26. Embed
27. Hardy
28. Brood
29. Exams
30. Droop
31. Italy
32. Alexander
36. Rook
37. Beads
38. Give
39. Bit
40. Bell Systems
42. Hexameter
44. Steal
45. Come here
46. Belly
47. Mottled
48. Tree

1. Pardon
2. Basket
3. Collect call
4. Poem
5. Aspire
6. Pyrex
7. Aces
8. Hug
9. Area code
10. Immense
11. Coffe
12. Bayou
13. Orator
15. Crumby
17. Wither
21. Transmitter
23. Germ
24. Comma
26. Drowsy
27. I want you
28. Creeps
29. Dungeon
30. Flaked
31. Graham
32. Adjure
33. Fiddle
34. Fumble
35. Pesky
37. Ceded
40. Boil
41. Spat
43. Aft

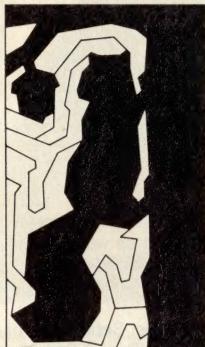
7	2	2	7		2	7	2	4	2	4	2
2	2	2	6	6		6	7	9	2	8	7
2	7	7	5	3	2	7	7	7	3	4	3
9	3	5	5	6	9	7	2	4	3	7	2
6	6	3	3		4	8	8	7	9	8	2
8	6	8	2	4	8	6	6	3	2	7	6

64 In the Last Analysis

Names of contributors appear in italics following their answers. Thanks and a GAMES T-shirt to each contributor.

1. 20 = Questions (Animal, Vegetable, or Mineral)—*Gail Rene Katz, Rockville, MD*
2. 10 = Little Indians—*Gwen Potter, Upper Marlboro, MD*
3. 7 = Years of Bad Luck for Breaking a Mirror—*Gwen Potter, Upper Marlboro, MD*
4. 3 = Parts into which All Gaul was Divided—*Eleanor McKinlay, Marathon, FL*
5. 2,000 = Pounds in a Ton—*Jim Desmond, Vienna, VA*
6. 4 = Strings on a Violin—*Katri Rainhold, Milwaukee, OR*
7. 76 = Trombones that Led the Big Parade—*Karen Graff, St. Louis, MO*
8. 2 = Gentlemen of Verona—*Dawn Watkins, Silver Spring, MD*
9. 3 = Little Kittens that Lost Their Mittens—*Gwen Potter, Upper Marlboro, MD*
10. 18½ = Minutes Erased from the Watergate Tapes—*Don Pumsey, Forest Hills, NY*
11. 1 = Rotten Apple in Every Barrel—*Keith Richards, Holbrook, NY*
12. 20 = Cigarettes in a Pack—*Thomas M. Moore, Manassas, VA*
13. 6 = Pockets on a Pool Table—*John E. Guy, Chicago, IL*
14. 66 = Books of the Bible (in the King James Version)—*Phil Santoro, Pennsauken, NJ*
15. 9 = Justices of the Supreme Court—*Karen Graff, St. Louis, MO*
16. 10 = Digits in a Telephone Number (including the Area Code)—*Don Pumsey, Forest Hills, NY*
17. 7 = Dwarfs with Snow White—*Mrs. Joe Lehman, West Liberty, OH*
18. 30 = Seconds over Tokyo—*David L. Schneier, Middletown, NY*
19. 8 = Days a Week (in the Beatles Song)—*Maureen Kenner, Hicksville, OH*
20. 15 = Men on a Dead Man's Chest—*David G. Phillips, Silver Spring, MD*
21. 4 + 20 = Blackbirds Baked in a Pie—*Don Pumsey, Forest Hills, NY*
22. 9 = Spaces (or Squares) in Tic-Tac-Toe—*Gwen Potter, Upper Marlboro, MD*
23. 3 = Strikes You're Out at the Old Ball Game—*Gail Rene Katz, Rockville, MD*
24. 5 = Tires on a Car (including the Spare in the Trunk)—*Thomas M. Moore, Manassas, VA*
25. 0 = Motel—*David G. Phillips, Silver Spring, MD*

Once again: Acknowledgments to Morgan Worthy in *Aha! A Puzzle Approach to Creative Thinking*.

64 What Is It?**77 Eyeball Benders**

1. Tennis ball
2. Diving mask
3. Tomato
4. Electrical fuse
5. Staple remover
6. Brown eye shadow
7. Pipe stem
8. Escalator

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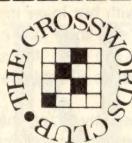
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Address _____

City _____ State _____ Zip _____

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Authorized Signature _____



WILD CARD ANSWERS

Washington Square

In clockwise order, from the north: Adams's drugstore, Madison's diner, Monroe's theater, and Quincy's ice rink.

Nothing to It!

Don't feel bad if you scored "zero" on this quiz, because that, or "none," is the correct answer to each of these questions.

Oddly Addictive

Both columns yield the identical total: 1,083,676,269. The zeros omitted from the figures on the right are implied by the alignment of the columns.

Taking the Fifth

1. Bed: bedbug, flower bed, bedfellow, bedcover
2. Red: see red, red carpet, red hot, red cent
3. Fruit: fruit tree, fruit cup, fruitcake, forbidden fruit
4. Sweet: sweet tooth, sweet talk, sweet potato, bittersweet
5. Blind: blind alley, blind date, snowblind, blind spot
6. Cat: catcall, catnap, cat burglar, wildcat
7. French: French connection, french cuff, French toast, French windows
8. Monkey: monkey business, monkey suit, monkey wrench, monkeyshine
9. Character: character actor, character witness, character sketch, character study
10. Yellow: yellowbelly, yellow fever, yellow journalism, Yellow Pages
11. Beauty: Sleeping Beauty, beauty contest, beauty mark, beauty shop
12. Money: easy money, hush money, money belt, money order

Tossing and Turning

The word is BETRAYAL.

Go to It

North Carolina. The states are listed in the order in which they appear—in street names—as a player moves around a Monopoly board.

Moviegoer's Mouthful

1. *The Grapes of Wrath*
2. *The Fortune Cookie*
3. *The Onion Field*
4. *A Clockwork Orange*
5. *With Six You Get Eggroll*
6. *Freebie and the Bean*
7. *There's a Girl in My Soup*
8. *Bananas*
9. *The Corn is Green*
10. *Don't Drink the Water*
11. *Bread and Chocolate*
12. *A Taste of Honey*

Aria Ready for This?

1. *Aida* was premiered in Cairo. Aida is a slave who dies with her lover in a dungeon.
2. Wagner's "Ring" is a cycle of four operas. Siegfried is the hero, the son of a brother and sister. He loves Brünnhilde, the first woman he ever saw.
3. In *Carmen*, by Bizet, the heroine is stabbed by Don José because she left him for a bullfighter.
4. *Tosca* is an example of the *verismo* style. Flora Tosca, a singer, loves a painter and is almost seduced by a police chief. She sings

"Vissi d'arte" and stabs her would-be seducer.

5. Maria Callas, the reviver of the *bel canto* style, was born in New York and was married to Giovanni Meneghini.

6. The title role in *Faust* is sung by a tenor, who trades his soul to the devil in return for youth. He loves Marguerite and is saved by the intervention of angels.

7. Mozart was born in Austria. *Don Giovanni* is sung in Italian. The Don is a libertine who kills the father of a woman he is trying to seduce and is destroyed by the victim's statue. Mozart's middle name was Amadeus.

8. Salome performs the "Dance of the Seven Veils" to get her stepfather to give her the head of Jokanaan, whom she desires (he had rejected her advances). The opera, by Richard Strauss, is based on an Oscar Wilde poem.

9. Beethoven composed one opera (*Fidelio*), the others none.

There's No Place Like Nome

1. (b) \$7.2 million
2. (c) a little less than nine pounds (107 ounces two pennyweight)
3. (b) driftwood, whalebone, and sod
4. (a) -80° Fahrenheit
5. (a) 100° Fahrenheit
6. all of them
7. (c) dog mushing (sled dog racing)

—adapted from *The Alaska Almanac* © 1982 by Alaska Northwest Publishing

The Last Laugh

1. Joan Rivers	4. Milton Berle
2. Woody Allen	5. Bill Cosby
3. Steve Martin	6. Richard Pryor

Common Cause

1. They are or were all blind in one eye.
2. They have all had guns named after them.
3. They are all practicing vegetarians.
4. All were born in Virginia.

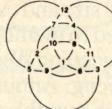
The Peaceable Puzzle

The names of these animals (ape, badger, cock, crane, fish, gander, goose, gull, hog, hound, rat, snake, squirrel, weasel, wolf, worm) can be used as verbs as well as nouns.

To Be Cont.

1. received (rec'd.)	4. quart (qt.)
2. attorney (atty.)	5. teaspoon (tsp.)
3. senior (sr.)	6. volume (vol.)

Around in Circles



A Friendly Game of Poker

Using only the highest 25 cards, we know the possible hole cards are the ace of clubs, king of hearts, jack of diamonds, 10 of hearts, and 9 of hearts.

Player A is Tex Brown with the 9 of hearts and a straight.

Player B is Bill Smith with the 10 of hearts and two pair.

Player C is Steve Hill with the jack of diamonds and a full house.

Player D is Joe Pike with the king of hearts and a flush.

Player E is Tom Martin, who also has the best hand, with the ace of clubs and a full house.

59 Cryptic Crossword

ACROSS

- 1 Telescopes (let cops see)
- 6 Stab (bat's)
- 9 Lager (l + age + r)
- 10 Earmarked (me a darker)
- 12 Opposes (SOS Pope)
- 13 Sloop (pools)
- 15 Cosseted (codes set)
- 17 Trifle (t + rifle)
- 19 Blasts (b + lasts)
- 21 Crusaded (rude cads)
- 23 Dogma (go mad)
- 24 Resigns (singers)
- 27 Veritable (tribal + vee)
- 28 Opera (prOPER Actor)
- 29 Rode (rod + e)
- 30 Testaments (statements)

DOWN

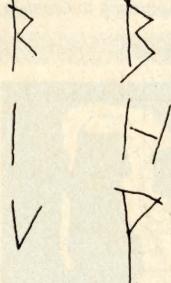
- 1 Toll (two meanings)
- 2 Legions (e.g. + lions)
- 3 Scrap (two meanings)
- 4 Oversees (overseas)
- 5 Earls (pearls - p)
- 7 Takeoff (two meanings)
- 8 Bedspreads (beds + drapes)
- 11 Asserts (stress + a)
- 14 Scuba diver (drives + Cuba)
- 16 Extract (extra + cot - o)
- 18 Brashest (she's + brat)
- 20 Angered (orANGE-RED)
- 22 Discern (cinders)
- 24 Ruble (rube + L)
- 25 Groom (two meanings)
- 26 Pals (l + pa's)

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to additional, better, more elegant, or more complete solutions than previously given in the Answer Drawer.

***Alphabet Coup** (September). F. McMahill, of Pasadena, CA, was the first to send us a plausible alternative to our solution. He also implicated Ralph Ignatius Vincent, but for the following reason:

As Hudson was dying, he scratched Vincent's initials in the floor vertically. The killer saw that he could change the shaky scrawls by turning the R into a B, the I into an H, and the V into a P as shown below.



Seeing these three letters, he decided to write the alphabet. Since all three were in a column and the top letter was B, he placed an A to its left and used that to determine where the breaks in the writing would occur.

***Y Not?** (Wild Cards, September, page 77). Kyle Corbin, of Raleigh, NC, and Douglas A. Cox have found several examples of five-letter words beginning with specified letters and having only "y" as a vowel. Among them DRYTH, FYRDS, LYNCH, LLYNS, LYNNS, LYSYL, NYMSS, PSYCH, THYMY, TYMPS, and TYPSS, none of which we offered as solutions.

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continues as
proven taste
alternative to
higher tar
smoking.

MERIT
Kings & 100's

Kings: 7 mg "tar," 0.5 mg nicotine—100's Reg: 10 mg "tar," 0.7 mg nicotine—
100's Men: 9 mg "tar," 0.7 mg nicotine av. per cigarette, FTC Report Dec.'81

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